



***In the grim darkness of the far future, there is only war.***

**Before you throw your hands up in the air and cry out that this is heresy, hear me out**—I got to work on *Black Crusade*, it is one of several **awesome** Warhammer 40k RPGs, and I loved the opportunity to be a part of *Tome of Decay*, but it's not always easy to sell your group on trying out a new system. The hacks in this series are a way to crack the door open for *Dark Heresy* or any of the other awesome tabletop RPGs set in the grimdark future. By all means please go to Mire and fight the Lutomorbus rocking your d100s (and d10s, and tell me about how it went!), but if you have players reticent to pick up *Only War* or *Deathwatch* or *Rogue Trader*, try breaking them in with the material found here.

Besides—it gives us something to enjoy while we all spin our wheels waiting for *Wrath & Glory* to come out (August 2018!!), and when it \*does\* hit the table your D&D group will be raring to go! :D

### **HOW DO I USE THIS THING?!?**

***First of all make sure you can see the Document Outline on the left.***

I recommend copy and pasting all of the following material (up to Xenos Reskins and Hack #11) into a new document. Show it to your group, find out what they want to play (for example if everyone is a human or equivalent you need no space marine archetypes), and then delete anything you don't need to reference directly. If you're playing at home, print a copy for referencing mid-game.

Copy and paste all of the material after that (Hacks #10-#19) for a *WH40k D&D 5E Monster Manual* document, print it, and then you're ready to go. To quickly find the top of an NPC's statblock, Ctrl+F and search for the name in all caps (click the little "Match Case" box; ex "TECHMARINE") or click using the outline on the left.

**Enjoy this please!** Tell me how your adventures go and if you're keen on whatever else I'm up to RPG-wise, I'm on Twitter [@MikeMyler2](#), [Facebook](#), and [Google+](#). Thanks for checking this out! —[Mike Myler](#)

# Here's the [ORIGINAL PDF FILE CHARACTER SHEET BY THANASIS](#)

Here's a [pretty image if you have a work printer](#) ;)

## GENERALLY

If you've got a space marine around I recommend at least keeping them 1 level lower (maybe 2 levels lower) than other PCs. They are really, really powerful, even with the different race stuff and reduced backgrounds and even if they aren't wielding extremis weapons—they kind of have to be or we're not going to have the right feel for *Warhammer 40k*. I'm sure there's a balance we could strike by amping up non-space marines and just assuming a higher average party level when calculating CR (by 1 or 2 or whatever) but I'd rather have somebody playing a space marine feel like a freaking monster on the battlefield.

Furthermore, if one character gets power armor, they should all get power armor (or at the very least a void shield) because now everything is going to need upped by at least 1 CR.

## NARRATIVE

Players and GMs are in for a very narrative experience. There's simulation to be had (obviously; see Corruption below) but everyone at the table should be ready to reinterpret the "fluff" of a class or racial feature to be the result of Mechanicum augmentations, specialized training, and the like. Focusing on the nuances of the Ministorum might be a fun thought experiment, but in play the drudgery of a dystopian bureaucracy probably won't be very exciting.

## RESKIN THINGS

Want a badass daemon from the Warp? There are bajillions of them. Take any appropriately CR'd monster from the book, figure on a new description, and roll with it. Specific daemons of the various Ruinous Powers will appear in later blog posts.

## BANNED MAGIC

If it gets magic, you are either playing a psyker archetype (librarian SM paladin, grey knight SM warlock, agent of the Inquisition warlock, psyker sorcerer) or you aren't playing it. Pretty simple.

## Corruption

A creature's Corruption score starts at 0 and is increased when it indulges in the dark powers or suffers exposure to the Warp. When a creature's Corruption ability score reaches 30, it transforms into chaos spawn (use the statistics for a [gibbering moulder](#)).

- When exercising power in a cruel way or using the Intimidation skill, a creature may make a Corruption ability check (instead of a Charisma check or other check). Doing this more than once in a week increases its Corruption by 1.
- Instead of making a regular saving throw, a creature may make a Corruption saving throw to resist being influenced through deception or magic, increasing its Corruption by 1.
- The use of various abilities and features (like evil spells from the [Evil Primer](#)) may cause a creature to increase its Corruption. Generally speaking, if it's a spell that deals any type of damage other than cold,

fire, force, lightning, radiant, or thunder, the GM may ask for a Corruption saving throw (DC 12 + spell level) or the creature's Corruption increases by 1.

- Aside from sanctified holy relics (which are rare indeed), all magic items are either corrupted things of the Warp (frequently intelligent) or not actually magic items and just misunderstood technology (see the Cog-Born background below).

For every day a magic item that grants a permanent bonus is in a creature's possession, the creature makes an Intelligence, Wisdom, or Charisma saving throw (whichever is lowest) against a DC equal to 5 + 1 per day they have possessed the item. On a failure the creature's Corruption increases by 1 and the base DC is doubled.

Whenever a creature activates a magic item, it makes an Intelligence, Wisdom, or Charisma saving throw (whichever is lowest) against a DC equal to 5 + 1 per previous use. On a failure the creature's Corruption increases by 1 and the base DC is doubled.

**Warp Mutations.** Gaining too much Corruption at once can cause a creature to mutate. Whenever your Corruption score increases by more than 1 in the same day, any further saving throws made to resist Corruption have disadvantage and on a failure your body mutates. These mutations should vary widely and generally grant one benefit (typically based around what the mutation is; an extra eyeball would grant improved vision, an extra ear better hearing, dead flesh extra hit points) and two negatives (one should always be a heavy social penalty, the other reflective of the mutation; an extra eyeball might make the creature susceptible to nausea, an extra ear vulnerability to thunder damage, dead flesh a decrease to carrying limit).

## Science (Intelligence)

You're familiar with the actual practical application of science—collecting samples, performing experiments, realizing hypothetical designs, finding vox frequencies, understanding the nuances of and handling scientific materials, and so on.

Bards, monks, rogues, rangers, and wizards add Science to the list of skills they may pick from during character creation. The following Backgrounds may exchange one of their offered skills for Science: Guild Artisan, Hermit, Noble, and Sage.

## Technology (Intelligence)

You can understand how a device unknown to you functions, locate vox frequencies, and anything else that falls under "hit the keys to make things happen" that doesn't qualify as music. The majority of checks using this skill are either against a DC determined by the GM (such as hacking a messaging cable), or as an opposed check against an opponent who also has the Technology skill (such as a technician overseeing a functioning system).

Bards, fighters, rogues, sorcerers, and wizards add Technology to the list of skills they may pick from during character creation. The following Backgrounds may exchange one of their offered skills for Technology: Charlatan, Criminal, Entertainer, Guild Artisan, Noble, Sage, Sailor, and Soldier.

## Hit Selection and Headshots

It wouldn't be *Warhammer 40,000* if you didn't get to explode people's heads. It is strongly, strongly, *strongly* recommended that only PCs and **major** NPCs get to use hit selection, and that certain targets may not be viable for it (such as dreadnaughts or a Chosen of Nurgle). At the GM's discretion, a helmet may negate instant death from a headshot and other parts of power armor may absorb the effects of a selected hit, though this always disables the piece of armament until it can be repaired later.

## ATTACK ROLL = AC → REGULAR HIT

Good for you.

**ATTACK ROLL = AC + 2 → TORSO HIT**

You hit the target's torso. The creature takes a cumulative -1 penalty to Constitution saving throws until the damage from torso hits is healed.

**ATTACK ROLL = AC + 4 → LEG HIT**

You hit the target's leg. The creature takes a cumulative -1 penalty to Strength saving throws and a -5 ft. penalty to speed until the damage from leg hits is healed.

**ATTACK ROLL = AC + 6 → ARM HIT**

You hit the target's arm. The creature takes a cumulative -1 penalty to Dexterity saving throws and a -1 penalty to attack rolls until the damage from arm hits is healed.

**ATTACK ROLL = AC + 8 or more → HEADSHOT**

You hit the target directly in the skull. Your attack is a critical hit that deals maximum damage. The creature makes a Constitution saving throw against a DC equal to the attack's damage. On a success it is blinded for 1 round per 10 points of damage (minimum 1 round). On a failure it is dead. If you rolled a natural 20 on the attack roll, the creature dies instantly.

## RACES

To strike a balance between space marines and all the inferior lessers among them in *Warhammer 40k*, we're going to take the standard races and give them each some oomph—principally the Touch of Fate feature. It should be noted that inside of Imperium Space, anything other than humans, ogryns, and squats are kill-on-sight.

**Touch of Fate.** Either the God-Emperor has spared you a thought or a dark entity of the Warp has touched your soul. Regardless of the reason, the universe itself protects as bolter shells and other extremis weapons have a tendency to miss you. A creature proficient with an extremis weapon (usually a space marine) has disadvantage on attack rolls using it when targeting you. While you possess this feature, you cannot wield extremis weapons without a class feature granting their use. In addition, once per short rest you can spend your reaction to have advantage on an ability check, attack roll, or saving throw, or choose to make a creature reroll a successful attack roll that targeted you.

### ELDAR

Play an [elf](#) or for a dark eldar, the following as your subrace features: +1 Charisma, elf weapon training, learn 1 wizard cantrip (if a dark eldar, theme it as technological in nature). In addition, you gain the following:

- You have resistance to psychic damage.
- You have advantage on sight-based Wisdom (Perception) checks.
- You gain the Touch of Fate feature.
- You have a number of temporary hit points equal to your Intelligence or Charisma modifier (whichever is higher). When these hit points are depleted, they replenish after 1 minute or immediately upon spending an action focusing your mind.
- You do not require the Psyker feat to take a psyker archetype.

### IMPERIAL ELITE

A rank and file Planetary Defense Force soldier, a jockeying bureaucrat at the Ministorum, the depraved lackey of a cult leader, or a low-ranking cog-jockey is going to die quickly in any *Warhammer 40k* game, *D&D 5e* hack or otherwise. You gain the following benefits:

- All of your ability scores increase by 1.
- You gain 1 feat.



- You gain proficiency in 1 skill of your choice.
- You gain the Touch of Fate feature.

## NECRON

Lol sorry nope (if you think space marines or orks are tough—and you will—oy...)

## ORK

Use the statistics for a [half-orc](#) with the following changes:

- Your size is Large.
- You gain natural armor that increases your AC by 2.
- Your speed is 35 feet. When wearing red armor, clothing, or paint, your speed increases by 5 feet.
- Your Strength score increases by 3, your Constitution increases by 2, and the maximum for both increases to 22.
- Your Intelligence and Wisdom scores are both reduced by 3.
- You gain immunity to poison damage, the poisoned condition, and all diseases.
- You gain proficiency in Athletics.
- You regenerate 1 hit point at the end of each round until you are decapitated or obliterated. Whenever your proficiency bonus increases to an even number (+4, +6) your regeneration increases by 1.
- Your unarmed strikes deal 1d4 bludgeoning damage.
- When you pick up a broken weapon, you can treat it as though it were not broken. If the weapon you are wielding is red, you gain a +1 bonus to attack and damage rolls with it.
- **If you have *Volo's Guide to Monsters*** you can use the rules for an Orc with only the following features: increased speed, poison & disease immunities, Athletics proficiency, regeneration, unarmed strikes, and broken/red weapons.

## SPACE MARINE

These biologically augmented warriors are the apotheosis of humanity, perfect soldiers encased in suits of power armor that make them the bane of xenos across the universe. You gain the following benefits (and are otherwise human, though you gain no benefits from that distinction):

- Your size is Large. GMs that prefer them to be Medium (most space marines are ~7 feet tall) can give them the following feature instead:
  - **Bigger.** You are treated as one size Larger for grapples and when determining carrying capacity.
- Your speed is 40 feet.
- Your Strength, Dexterity, and Constitution scores increase by 2, and their maximums increase by 2. Your Intelligence, Wisdom, and Charisma scores increase by 1.
- You have resistance to poison damage.
- You have advantage on saving throws against diseases and poison.
- You gain proficiency in Athletics and Perception.
- You have advantage on sight- and sound-based Wisdom (Perception) checks (increasing your passive Perception by 5) and on checks made to identify a chemical substance.
- Whenever you take damage, you ignore 1 point of damage.
- You regenerate 1 hit point every minute. When reduced to 0 hit points you automatically stabilize unless you have suffered a mortal wound (such as instant death from decapitation, evisceration, or massive damage). While at 0 hit points you remain conscious but are incapacitated.
- Instantly killing you requires twice as much damage as normal. At the GM's discretion, you may not even truly die in such an instance (sustained instead by the sus-an membrane putting your body into a state of suspended animation for as long as hundreds of years)
- You do not need to eat food or drink water. You require only 4 hours of sleep to gain the benefits of a long rest and while sleeping you remain conscious. You can go 2 weeks without sleep.

- You still need to breathe air, but you are able to sustain yourself on far less of it (as little as 5% oxygen content) and can hold your breath for 10 times as long as normal.
- You are able to absorb genetic material by consuming blood or flesh, the omophagea inside your body transmitting the gained information to your brain as a set of memories or experiences. What this can reveal is at the discretion of the GM.
- Your unarmed strikes deal 1d4 bludgeoning damage.
- You produce a blinding spittle able to temporarily deprive foes of their vision. As a bonus action, you spit your corrosive saliva at a creature within 15 feet. It makes a Constitution saving throw (DC 8 + your proficiency bonus + your Constitution modifier) or is blind until the end of your next turn.
- You gain proficiency with simple, martial, and extremis weapons as well as all armor and shields.

## SQUATS

I know they aren't really a major thing in the IP anymore but I love me some space dwarves. Use the regular statistics for [dwarves](#), adding these additional benefits:

- Your Intelligence score increases by 2 and your maximum increases to 22.
- You gain proficiency with Technology and have advantage on checks made to analyze, build, engineer, repair, and sabotage technological devices.
- You gain proficiency with technological vehicles (be they for air, land, outer space, or water).
- You gain the Touch of Fate feature.

## TAU

The tau are a race of technologically-advanced xenos from the fringes of space, an entire empire devoted to the Greater Good. GMs with a party that have more than one tau should create subtypes to represent various societal casts, but otherwise treat them as (fire tau that are statistically identical to) regular [humans](#) with the following benefits:

- You gain proficiency with Technology.
- You have advantage on saving throws against spells.
- You gain the Touch of Fate feature.
- You barely register in the Warp and cannot take the Psyker feat or any psyker archetypes.

***For kroot, genestealers, and other xenos, consult your GM and beware the Inquisition!***

## CHARACTER BACKGROUNDS

All humans should use the backgrounds available to regular characters as well as those found in the *Book of Exalted Darkness* (including that [free Evil Primer PDF](#) particularly for chaos folks!), [Hypercorps 2099 5E](#), and [2099 Wasteland](#) as appropriate. If you dig around on my website, you will see little bits scattered here and there. If your character is already all about the Warp, make sure to twist your background into something appropriately maddening and evil. Otherwise a human should probably be either very much pragmatic (PS: got a Pragmatist background in [Mists of Akuma](#) ;) ) or very devout. If you are xenos, chances are good you'll have the best luck in *2099 Wasteland* although again, with a bit of tweaking many of the standard backgrounds should suit you fine.

As mentioned above, space marines are going to overshadow unaugmented characters so **for any PC that isn't a space marine, an ork, or taking the Cog-Born background, give out two character backgrounds** to help even out the playing field a bit.

## Cog-Born

Either identified from scholam in your youth and brought into the fold of the Mechanicum, saved from slavery in the hold of a chaos warship, chosen by the Dark Mechanicus probability machines, trained by xenos scientists,

or otherwise led to learning how to assuage the spirits of the machine (or if you're a stout, you know, understanding how machines work).

**Skill Proficiencies:** Science, Technology

**Tool Proficiencies:** Alchemist's supplies, thieves' tools, tinker's tools

**Equipment:** Alchemist's supplies, thieves' tools, tinker's tools

**Feature: *Coax the Machine Spirit.*** You have learned enough about the workings of technology that you can improvise the use of items even when they are not intended for you. You ignore all class, race, and level requirements on the use of technology (except for extremis weapons and power armors).

## Space Marine Backgrounds

You only get a single proficiency because you've got enough goodies already. :p

Also for whatever godawful reason, Games Workshops doesn't have lady space marines. I say f#%^ that—if you want to play a female Adeptus Astartes, do it. Assume that the Lost Primarchs are *DAUGHTERS* instead of sons (! *my word!*) and that they have been in deep space, written from history for fear of the singular ability that sets them apart from their male kin: reproducing more Adeptus Astartes without expending one's life. One chapter is oriented towards Chaos and the other chapter remains true to the Imperium. As an extra f#@\$.you to misogynists, you get proficiency in one skill and two tool kits of your choice.

### CHAOS SPACE MARINE BACKGROUNDS

- **Alpha Legion:** Deception proficiency
- **Death Guard:** poison immunity
- **Emperor's Children:** thunder resistance
- **Iron Warriors:** Investigation proficiency
- **Night Lords:** Stealth proficiency
- **Sons of Horus:** Persuasion proficiency
- **Thousand Sons:** Arcana proficiency
- **Word Bearers:** Religion proficiency
- **World Eaters:** Intimidation proficiency

### IMPERIUM SPACE MARINE BACKGROUNDS

- **Blood Angels:** natural weapon bite attack (1d4)
- **Blood Ravens:** Sleight of Hand proficiency
- **Dark Angels:** Survival proficiency
- **Imperial Fists:** Insight proficiency
- **Iron Hands:** Technology proficiency
- **Raven Guard:** Stealth proficiency
- **Salamanders:** deal an additional 1 point of damage per die when dealing fire damage
- **Space Wolves:** Advantage on smell-based Perception checks
- **Ultramarines:** History proficiency
- **White Scars:** Vehicle (land) proficiency

## \*\*\*\*FEAT: Psyker

*Prerequisites: Wisdom 16 or Charisma 16*

You are able to call upon the powers of the Warp. Whether through training by Imperium-sanctioned psykers or through the manipulations of daemons, you wield what some call sorcery or magic, using it to perform tasks that defy belief.

- You are able to take a psyker archetype.
- You have advantage on checks and saving throws to resist increasing your Corruption score.
- You learn one cantrip from any spell list, using either your Wisdom or Charisma (whichever is highest) as your spellcasting ability score.

- You learn one 1st-level spell from any spell list, using either your Wisdom or Charisma (whichever is highest) as your spellcasting ability score. You are able to cast this spell a number of times equal to your proficiency bonus before requiring a short rest to recharge the use of this feature.

## **CHAOS CLASS ARCHETYPES**

In the months to come there are going to be a lot of archetypes, almost all of which are focused on playing as a faithful servant of the Imperium of Mankind. At the GM's discretion, these can be tweaked and modified for playing a character devoted to the Warp instead, gaining dark gifts of Chaos that work the same way as the written ability but represented by a gruesome mutation or unholy relic rather than Imperial training or advanced technology.



# Equipment (Hack #2)

## Resources

A party in *Warhammer 40k D&D 5e* has a Resources score to simulate how the wheelings and dealings of the universe turn out for them when the time comes to equip themselves for a mission. The party's Resource ability score is equal to their average party level + Charisma modifiers. After accepting an operation, the GM makes a Wealth check on behalf of the party (1d20 + Resources ability modifier). The PCs receive temporary equipment and gear of a value equal to 200 gold x the result of the Resources check (minimum 300 gold). Any item purchased by the operators with the gold acquired from a Resources check must be used during the operation or directly before its undertaking. After an operation is over temporary equipment and gear that remains mysteriously disappears, gets broken, fell out of a character's pack during combat, or otherwise becomes unavailable to the party.

Any item that requires attunement cannot be acquired with these funds, but by paying double the normal price a piece of temporary equipment or gear can be bought as a regular item. Items that grant permanent bonuses are ineligible as well, and when calculating item value, use the maximum amount (100bt for common, 500bt for uncommon, etc.).

For example, a party of four PCs at 8th level with the following Charisma scores (13, 18, 15, 14) has a Resources ability score of 17 (average party level 8 plus 1 + 4 + 2 + 2). The GM rolls 1d20+3 and gets a 15 for a total of 18, so the party gets 3,600 gold of temporary equipment and gear. The PCs should play a large role in how the temporary equipment and gear is acquired (via favors, contacts, the bureaucracy of the Imperium of Mankind, etc.).

### \*\*\*\*Feat: Lucky Bastard

It's almost as if life itself were designed to meet your needs. When your party makes a Resources check to acquire temporary equipment and gear, choose one of the following:

- Increase the amount of funding received by +50%. It is impossible for any of the items acquired to become regular items.
- After a mission is over you can spend your own gold to make pieces of temporary equipment or gear into regular items at half the normal price.

**Armored Bodyglove (Uncommon, 11 lb.).** Unlike most armor, a creature may wear an armored bodyglove under clothing or other suits of armor. While wearing an armored bodyglove, the wearer's AC equal 14 + the wearer's Dexterity modifier (or better, if they are wearing a superior suit of armor over the armored bodyglove).

**Detox Pill (Uncommon, 0 lb.).** After ingesting this small, foul-tasting black pill, a creature suffering from a poison or disease not borne from the Warp can immediately make a new saving throw to rid themselves of it. The creature has advantage on this saving throw. On a success the disease or poison stops spreading, though its effects may linger for as long as 1 hour.

**Grapple Gun (Common, 4 lb.).** Depending on how it is designed, this device resembles either a crossbow or firearm with a grappling hook fixed onto a spear that emerges from the front of it. As an action, the wielder of a grappling gun fires it at a perch within 500 feet—a crux of tree boughs, the corner of a building, the top of a street light, cluster of rocks across a chasm—and makes a ranged attack roll against an AC of at least 13 (at the GM's discretion, more difficult targets have a higher AC). On a successful hit the device's grappling hook affixes itself and until the wielder moves more than 10 feet in any direction, they may spend a bonus action to retract the line and move 100 feet in the direction of the square adjacent to the grappling hook. A grapple gun that has its line obstructed by another creature or broken (AC 15, 10 hit points) becomes inoperable until it is reloaded. Reloading a grapple gun requires 2 actions. When fired as an attack against a creature, on a successful hit the target takes 2d4 bludgeoning damage and makes a DC 7 Strength saving throw or is knocked prone.

**Injector (Common, 1 lb.).** These ampules can be self-administered as a bonus action or jammed into a creature with an Attack action and successful melee attack roll. For 1 minute, the drug from an injector grants its benefits to the target, after which it suffers a penalty equal to the formerly gained bonus and makes a

Constitution saving throw (DC 10 + 1 per drug dose taken in the last 24 hours) or suffers 1 level of exhaustion. Example bonuses include: +1 bonus action each turn, +2 AC, +5 hit points per point of proficiency bonus, +15 ft. movement, +3 to any ability score (this can increase a score above 20).

**Jump Pack (Rare, 50/100 lb.).** By spending a free action on its turn, the wearer can activate the jump pack and increase the distance of any jumps they make by 40 feet horizontally and 60 feet vertically until the start of their next turn. This increase to jumping distance only increases the wearer's speed for the turn and only if the wearer moves by jumping. Jump packs automatically deactivate at the start of the wearer's next turn. Leaving a jump pack active for consecutive turns eats twice as much of the device's power but grants a fly speed of 40 feet. A creature can use a jump pack to leap for up to 10 rounds (or fly for 4 rounds), regaining 1 round of use for every 1 minute they are not in use.

**Krak Grenade (Uncommon, 1 lb.).** This small, cylindrical explosive can be thrown at a target within 60 feet as an action (or further with the use of a weapon with the launcher quality). Any creature within the grenade's area of effect (20 feet) makes a DC 15 Dexterity saving throw or takes 8d6 fire and force damage (a successful save halves this damage).

**Lho-Stick (Common, 0 lb.).** After lighting and smoking one of these stimulant-filled combustible sticks (a bonus action and minimum of 2 minutes) a creature finds itself more awake and restored, regaining a single use of one feature that has multiple uses which recharge on a long rest. This does not include spellcasting. A creature can only benefit from a lho-stick once per 6 hours.

**Mechadendrites (Rare, 10-50 lb. depending on the limb).** Virtually all servants of the Mechanicum (and Dark Mechanicus) possess these cybernetic implants located somewhere on their body, generally on the back of the neck but always accessible to main conduits of the central nervous system. Using mechadendrites grants a +2 bonus to Technology checks and any check where the creature is using their mechadendrites (this does not include attack or damage rolls unless the wielder also has power armor). In addition, the wearer's unarmed strike damage increases by +2.

**Runic Protections (+1 for 1,000 gold, +2 for 2,500 gold, +3 for 5,000 gold).** Having these holy and sanctified runes emblazoned on armor or weapons helps protect from the malign influences of the Warp. These must be maintained and restored by priests capable of blessing them after every mission. A creature wearing or wielding an item with runic protections gains a +3 on saving throws to resist a spell that can cause Corruption and on saving throws to resist increasing Corruption.

**Subdermal Mic (Common, 0 lb.).** A subdermal mic is a miniaturized two-way short bandwidth radio transceiver that broadcasts to a range of 10 miles. Anyone within range and tuned to the broadcast frequency (which can be calibrated using the Science or Technology skill) is able to hear messages sent from the subdermal mic. The subdermal mic is also able to receive messages provided it is tuned to the frequency they are broadcast at. Radio waves travel through solid objects. Subdermal mics run off of the wearer's body heat and can be spoken into and heard without anyone but the wearer hearing the transceiver messages.

**Void Shield (Rare, 5 lb.).** When active (a bonus action) this device emits a forcefield around the wearer. Whenever the wearer would take damage, the forcefield is damaged first. The forcefield has 30 hit points and regenerates 1 hit point each round. When a forcefield is reduced to 0 hit points, the void shield breaks and requires a DC 20 Intelligence (Technology) check and 1 minute of work to repair. Deactivating a void shield is a reaction.

**Vox (Common, 10 lb.).** This device can be as small as a belt pouch for elite models or as big as a backpack for large, bulky military models. A vox operates as a subdermal mic does, but is capable of picking up frequencies on multiple different spectrums and can operate to distances of up to 1,000 miles (at the GM's discretion).

Any ranged weapon below that does not have the loading property is assumed to have the autofire property.

**Autofire.** A character wielding an autofire weapon may spend a bonus action to gain an additional attack at disadvantage. If the wielder is able to make an additional attack as a bonus action for some other reason, they may make both attacks but with disadvantage.

**Bullet Spray.** Bullet spraying weapons can expend five times as much ammunition as normal to spray a 5-foot-cube area within its first range increment as an action. Creatures in the area of effect that fail a Dexterity saving throw (DC equal to the wielder's attack roll) take the weapon's normal damage. By expending 10 times as much ammunition as normal, the wielder can increase the area to a 10-foot-cube.

**Range: Area.** When a creature uses a weapon to fire a cone, line, or sphere (instead of at a specific target) the wielder makes a separate attack roll for each target in the area (objects included).

<b>Martial Melee Weapons</b>	<b>Cost</b>	<b>Damage</b>	<b>Range</b>	<b>Weight</b>	<b>Properties</b>
Chainsword	Common	1d8 bludgeoning or slashing, or 1d10 bludgeoning or slashing	—	12 lb.	Heavy, rending (roll damage twice and take best result), versatile (1d10)
Power Sword	Rare	1d8 magical slashing plus 1d8 force	—	6 lb.	Versatile (1d10), +3 bonus to attack roll, plus 2d6 psychic damage if wielder has Psyker feat
<b>Martial Ranged Weapons</b>	<b>Cost</b>	<b>Damage</b>	<b>Range</b>	<b>Weight</b>	<b>Properties</b>
Bolt Pistol	Uncommon	1d12 bludgeoning	300/600	7 lb.	Ammunition, reload (12)
Bolt Rifle	Uncommon	2d8 bludgeoning	400/800	15 lb.	Ammunition, reload (36), two-handed
Flamer	Uncommon	4d6 fire	60-ft. line or 20-ft. cone	12 lb.	Ammunition, loading, reload (10), two-handed
Las Pistol	Common	1d12 radiant	500/1,000	3 lb.	Ammunition, reload (30); half damage after short range
Las Rifle	Common	2d8 radiant	500/1,000	8 lb.	Ammunition, bullet spray, two-handed; reload (60), half damage after short range
Long Las	Uncommon	2d10 radiant	1,500/1 mile	10 lb.	Loading, reload (12), two-handed; half damage after short range; can reduce range to (200/600) and remove loading property
<b>Extremis Melee Weapons</b>	<b>Cost</b>	<b>Damage</b>	<b>Range</b>	<b>Weight</b>	<b>Properties</b>
Lightning Claw	Rare	1d10 slashing plus 1d6 lightning	—	25 lb.	Finesse, heavy, light
Power Fist	Rare	1d8 bludgeoning plus 1d6 force	—	35 lb.	Heavy, light
Thunder Hammer	Legendary	2d6 bludgeoning plus 1d6 lightning	—	35 lb.	Heavy, two-handed
<b>Extremis Ranged Weapons</b>	<b>Cost</b>	<b>Damage</b>	<b>Range</b>	<b>Weight</b>	<b>Properties</b>
Autocannon	Rare	2d12 bludgeoning	1,000/2,000 or 50-ft. line or 10-ft. sphere	150 lb. + 15 lb. ammo	Ammunition, bullet spray, heavy, reload (120), two-handed
Bolter	Rare	2d8 bludgeoning plus 1d6 thunder	750/1,500	30 lb.	Ammunition, heavy, reload (24)
Combibolter	Rare	2d8 bludgeoning or 2d6 piercing	500/1,000	40 lb.	Ammunition, heavy, reload (24), versatile

Heavy Bolter	Legendary	2d8 bludgeoning plus 1d6 thunder plus 1d6 fire	1,000/1,500	150 lb. + 25 lb. ammo	Ammunition, bullet spray, heavy, reload (48) two-handed
Las Cannon	Legendary	4d10 radiant	1,000/2,000	150 lb. + 30 lb.	Ammunition, heavy, loading, reload (6)
Melta	Legendary	6d6 fire	50/100 or 50-ft. line	40 lb.	Ammunition, heavy, loading, reload (5), two-handed
Rocket Launcher	Rare	3d6 bludgeoning plus 3d6 fire plus 3d6 force	500/1,000; 20-ft.-radius sphere	150 lb. + 20 lb.	Ammunition, heavy, loading, reload (4), two-handed
Storm Bolter	Legendary	2d8 bludgeoning plus 2d8 bludgeoning	500/1,000	40 lb.	Ammunition, heavy, reload (24/24), two-handed; disadvantage without bonus action aiming
<b>Xenos Melee Weapons</b>	<b>Cost</b>	<b>Damage</b>	<b>Range</b>	<b>Weight</b>	<b>Properties</b>
Eldar Bonesword	Legendary	1d8 piercing plus 1d8 slashing	—	5 lbs.	Finesse, light; ignores 6 points of armor bonus
Ork Killsaw	Uncommon	1d8 bludgeoning plus 1d8 slashing	—	20 lbs.	Heavy, two-handed; 30% chance of breaking on critical hit
Tau Equalizer	Rare	1d4 bludgeoning plus 2d8 force	—	11 lbs.	Two-handed
<b>Xenos Ranged Weapons</b>	<b>Cost</b>	<b>Damage</b>	<b>Range</b>	<b>Weight</b>	<b>Properties</b>
Eldar Shuriken Pistol	Rare	2d8 piercing	150/600	3 lbs.	Ammunition, loading, reload (50); ignores 4 points of armor bonus
Eldar Shuriken Catapult	Legendary	2d12 piercing	300/1,200	12 lbs.	Ammunition, loading, reload (100), two-handed; ignores 6 points of armor bonus
Ork Shoota	Common	2d12 bludgeoning	300/600	18 lbs.	Ammunition, loading, reload (20), two-handed; 30% chance of breaking on critical hit
Tau Ion Rifle	Rare	2d8 lightning	250/1,000	13 lbs.	Ammunition, loading, reload (16), two-handed
Tau Ion Cannon	Legendary	4d12 lightning	500/2,500	28 lbs.	Ammunition, heavy, loading, reload (4), two-handed

***HUGE THANKS to my Head of Minion Sciences (Dixie Carr) for categorizing and adding weights to these!***

## POWER ARMOR ([Gary Sterles WTF man?!?! :D](#))

Unless otherwise noted, power armor entirely covers a humanoid's torso, limbs, and head, functioning as a medium suit of armor. Donning or removing power armor provokes opportunity attacks and takes 3 consecutive rounds. All power armor grants the following bonuses:

- the wearer's AC becomes 14 + Dexterity modifier (maximum 2).
- the wearer gains darkvision 120 feet.
- the wearer's Strength score increases by 2 (this does not modify its maximum Strength score).
- the wearer is able to jump as far as 30 feet horizontally or 20 feet vertically without the need for a check (these distances are added to the distances that result from any jump checks).
- the wearer reduces all falling damage by 30.
- the wearer's unarmed strike damage changes to 1d6.
- the amount of weight the wearer can carry doubles (the weight of the power armor does not count against the wearer's carrying weight.)
- melee weapons mounted onto the power armor cannot be disarmed.
- as long as the power armor has a helmet, while the suit is intact it grants immunity to all gas-based attacks and effects, possessing an internal air tank the wearer can breathe from for up to 4 hours.
- the wearer is able to walk on metal surfaces in the void of space or zero gravity environments.

**NOTE:** It is mentioned in the flagship post for this series, but it bears mentioning again—if you give one PC power armor, give everybody power armor.

**ALTERNATE RULE** → Many people pointed out that this leaves ACs for space marines fairly low. This is intentional (so you still have a decent probability of Hit Selection on the regular by major NPCs) so keep that in mind if you decide to make these better, but a handy guide would be +1 per step-up—Mark V Carapace becomes 15 + Dexterity modifier (maximum 2), Mark VII becomes 16 + Dexterity modifier (maximum 2) and so on. Remember that these all *soak damage* so the AC value is abstractly less valuable than normal, though that's offset by Targeted Hits for most of the time (because remember, that's usually a PCs-only sort of thing).

### CHAOS SPACE MARINE ARMOR

**Mark V Carapace (Rare, 400 lb.).** Increases Strength by 4 (instead of 2) up to a maximum of 24, increase Constitution by 2 up to a maximum of 22, damage resistances (cold, fire), and the wearer ignores the first 5 points of damage whenever it takes non-psychic damage.

**Mark VII Carapace (Legendary, 500 lb.).** Increases Strength by 5 (instead of 2) up to a maximum of 24, increase Constitution by 4 up to a maximum of 24, damage resistances (acid, cold, fire), and the wearer ignores the first 6 points of damage whenever it takes non-psychic damage.

**Living Carapace (Near Unique, 900 lb.).** Increases Strength by 6 (instead of 2) up to a maximum of 26, increase Constitution by 6 up to a maximum of 26, damage resistances (acid, cold, fire, force), and the wearer ignores the first 7 points of damage whenever it takes non-psychic damage. You are always able to act in the surprise round.

\*Chaos Space Marines that are Veterans of the Long War might get their hands on Terminator Armor instead of Living Carapace.

### IMPERIUM SPACE MARINE ARMOR

**Mark VI (Rare, 400 lb.).** Increases Strength by 4 (instead of 2) up to a maximum of 24, increase Dexterity by 2 up to a maximum of 22, damage resistances (cold, fire), and the wearer ignores the first 5 points of damage whenever it takes non-psychic damage.

**Mark VII (Legendary, 500 lb.).** Increases Strength by 5 (instead of 2) up to a maximum of 24, increase Dexterity by 4 up to a maximum of 24, damage resistances (cold, fire, lightning), and the wearer ignores the first 6 points of damage whenever it takes non-psychic damage.

**Terminator Armor (Near Unique, 900 lb.).** Increases Strength by 6 (instead of 2) up to a maximum of 26, increase Dexterity by 6 up to a maximum of 26, damage resistances (cold, fire, lightning, thunder), and the wearer ignores the first 8 points of damage whenever it takes non-psychic damage.\*

### IMPERIAL POWER ARMOR

***Ignatus Power Armor (Uncommon, 100 lb.).*** Does not increase the wearer's Strength score. Additionally it normally does not come fully sealed or helmeted (an additional 500 gold), but it does count as light armor for purposes of proficiency.

***Sororitas Power Armor (Rare, 200 lb.).*** Resistance to acid, cold, fire, and the wearer ignores the first 3 points of damage whenever it takes non-psychic damage.

#### **XENOS POWER ARMOR**

***Eldar Power Armor (Legendary, 100 lb.).*** Increases Dexterity by 6 (to a maximum of 26) and speed by 30 feet.

***Ork Power Armor (Rare, 750 lb.).*** Increases Strength by 6 (instead of 2) up to a maximum of 26, and the wearer ignores the first 2 points of damage whenever it takes damage.

***Squat Power Armor (Rare, 200 lb.).*** Increases Constitution by 4 (to a maximum of 24), increases Strength by 4 (instead of 2; maximum of 22), and the wearer ignores the first 8 points of damage whenever it takes non-psychic damage.

***Tau Power Armor (Rare, 200 lb.).*** Resistance to cold, fire, radiant, and the wearer ignores the first 6 points of damage whenever it takes damage.



# Apothecaries, Chaplains & Veteran Guard (Hack #3)

## Apothecary Space Marine (Monk)

You are the caretaker of your chapter, ensuring that the proud line of space marines of which you are a part continues on long after the deaths of you and your charges. While you work to save the lives of your Adeptus Astartes companions, your most sacred duty is to acquire and protect the gene seeds from those who have fallen, ensuring they can be used for the creation of future generations of your brethren. All space marine chapters have apothecaries.

### Keeper of the Chapter

Unlike other monk player options, you choose this archetype at 2nd level (instead of 3rd) and do not receive a *ki* pool. You have advantage on Death saving throws and when within 30 feet of a space marine at 0 hit points, are able to spend a bonus action to give them advantage on their next Death saving throw so long as they would otherwise be able to hear you.

In addition, you gain proficiency with the healer's kit. When you use a healer's kit to stabilize a dying creature, that creature also regains 1 hit point. As an action, you can spend one use of a healer's kit to patch a creature up, restoring 1d12 + 4 hit points to it plus additional hit points equal to the creature's maximum number of Hit Dice. At 6th, 11th, and 17th level, you restore an additional 1d12 hit points (to a maximum of 4d12 + 4 + the creature's maximum number of hit dice). The creature can't regain hit points from being patched up again until it finishes a short or long rest.

### Narthecium

At 3rd level, your chapter gives you a narthecium, the tool of your trade. It contains various counterseptics, skin patches, transfusions, a practically impregnable strongbox holding stasis tubes for recovering the gene-seed from fallen space marine's progenoid glands, a high-powered laser scalpel or an adamantite-toothed chainsaw (to cut away armor so that you can treat wounds), and long syringes for utilizing the many drugs stored within. You are able to use your medicio points only while wielding your narthecium and your unarmed strikes only deal your monk damage while using the weapon.

### Medicio Points

Also at 3rd level, you gain a number of medicio points equal to your monk level. Whenever you gain a monk level, your pool of medicio points increases by 1. By spending an action, you can expend medicio points to heal a space marine within reach, restoring 10 hit points per medicio point spent. By spending a bonus action, you can heal another type of creature instead with a successful DC 15 Wisdom (Medicine) check, restoring a number of hit points equal to your bonus on the check. You regain medicio points after finishing a short or long rest.

### Surgical Combat

Beginning at 6th level, you learn how to best strike a living creature with deadly effectiveness. Once per turn you can deal an extra 1d10 damage to one living creature you hit with melee weapon attack if you have advantage on the attack roll. You don't need advantage on the attack roll if another enemy of the target is within 5 feet of it, that enemy isn't incapacitated, and you don't have disadvantage on the attack roll. The amount of the extra damage increases by 1d10 at 11th and 17th level (to a maximum of 3d10).

### Quick Amputation

Also at 11th level, you learn how to quickly and effectively amputate. By spending an action working an extremis weapon or your narthecium on an ally space marine that is willing, you can cut off a limb. You have advantage on checks made to install cybernetic limbs.

### Biological Dismantler

Starting at 17th level, you always deal the extra damage from Surgical Combat so long as you are targeting a living creature.

## Chaplains

Use the cleric class! Take the Life or War domain. :D

For chaos space marine chaplains, grab the Abyssal domain from the [Evil Primer](#) (skin your quasits as servoskulls or daemonic spirits bound to lowly material forms).

Here's your Crozius (which your GM gives you when they decide you've earned it). It does not suffer from the Corruption rules detailed in [Warhammer 40k D&D 5E Hack #1](#).

### CROZIUS

*Magic weapon, legendary*

While wielding this enchanted badge of office and potent magic weapon, your weapon attacks are magical and deal 1d4 force damage per two points of proficiency bonus you possess. You are able to focus your Channel Divinity feature through your crozius. Unless the GM says otherwise, in the hands of any creature other than you the crozius is a normal morning star.

## Imperial Guard Veteran (Fighter)

Despite the Imperial Guard's well-deserved reputation for constantly high fatalities, there are men and women that live long enough to *retire* from martial service for the Imperium of Mankind. Some of these are masters of battle or have championed combat in one realm or another, but most are from heavy weapons teams, medicae, and technical specialists.

### Veteran Knacks

Starting at 3rd level, your experience in the Emperor's service has taught you the first vital tool for your military trade. Choose either medicae, heavy weapons, or technical specialist. Once chosen, this choice cannot be changed and all of your archetype features are taken from this battlefield focus.

- **Medicae: Combat Medicine.** You gain proficiency with the healer's kit. When you use a healer's kit to stabilize a dying creature, that creature also regains 1 hit point. As an action, you can spend one use of a healer's kit to patch a creature up, restoring 1d6 + 4 hit points to it plus additional hit points equal to the creature's maximum number of Hit Dice. At 7th, 10th, 15th, and 18th level, you restore an additional 1d6 hit points (to a maximum of 6d6 + 4 + the creature's maximum number of hit dice). The creature can't regain hit points from being patched up again until it finishes a short or long rest.
- **Heavy Weapons: Extremis Wielder.** You gain proficiency with one extremis weapon. You must spend a bonus action setting your footing before moving and a reaction settling after moving. When making attack rolls with an extremis weapon, you have disadvantage on your first attack each round if you do not spend a bonus action aiming first.
- **Technical Specialist: Apprentice Technologist.** You gain proficiency with Technology. If you are already proficient, you gain advantage on Intelligence (Technology) checks.

### Lesser Veteran Knack

At 7th level, your time in the Imperial Guard has garnered another crucial bit of knowledge for your purpose on the battlefield.

- **Medicae: Improved Combat Medicine.** You can patch up the same creature twice between short or long rests. In addition, you can awaken an unconscious creature as a bonus action as long as you have a healer's kit (this does not expend a use of it).
- **Heavy Weapons: Extremis Lugger.** You no longer require a bonus action or reaction to move while wielding an extremis weapon. In addition, you gain proficiency in another extremis weapon of your choice.
- **Technical Specialist: Vehicle Operator.** You gain proficiencies with two vehicle types of your choice (air, ground, space, water). At 10th and 15th level, you gain proficiency with another type of vehicle or

choose a vehicle type you are already proficient with to have advantage on checks where your vehicle tool proficiency applies.

### Greater Veteran Knack

Beginning at 10th level, you learn another trick of your role in the Imperial Guard.

- **Medicae: Expert Combat Medicine.** You can patch up the same creature three times between short or long rests and you can do so as a bonus action (instead of an action).
- **Heavy Weapons: Extremis Veteran.** You no longer have a disadvantage on your first attack roll each round when using an extremis weapon. In addition, you gain proficiency in another extremis weapon of your choice.
- **Technical Specialist: Make It Work.** By spending a bonus action on your turn, you can force a piece of broken equipment to function normally for 1 round. You may only affect any single piece of equipment this way a number of times equal to your Intelligence modifier, after which it is completely destroyed.

### Supreme Veteran Knack

At 15th level, you've figured out virtually every nuance of your military profession.

- **Medicae: The Guard Never Die.** As long as you reach a creature within a few rounds of its death, as an action you can spend 3 uses of a healer's kit to attempt a DC 17 Wisdom (Medicine) check to revive it. On a success, the creature is restored to 0 hit points and dying, making its death saving throws with disadvantage. You are only able to use this feature on a creature that has died within a number of rounds equal to your Wisdom modifier (minimum 1).
- **Heavy Weapons: Extremis Endurance.** You have advantage on Constitution saving throws and you treat all extremis weapons as if they only weighed 50% less.
- **Technical Specialist: Maximum Range.** You double the ranges of all technological weapons and items that you use.

### Elite Veteran

Starting at 18th level, you are the best at what you do and new recruits into the Imperial Guard look onto you like you were the God-Emperor himself.

- **Medicae: The Good Stuff.** You have access to the best pharmaceuticals the Imperium offers to their soldiers and they keep you in excellent mental shape. Your Intelligence, Wisdom, and Charisma scores all increase by 2 (to a maximum of 20).
- **Heavy Weapons: Extremis Marksman.** You have advantage on your first attack roll each round when you are wielding an extremis weapon.
- **Technical Specialist: Instant Recognition.** You've spent enough time around technology to recognize the general purpose of any technological item you come across. You may not be able to use it (at least not without intense analysis, and even then probably not well) but you can recognize a weapon or data compiler or what have you when you see it, even if it is made by xenos.

# Assault Marines & Commissars (Hack #4)

Last week we brought in some healers to handle the lack of magical healing available so now it's just what I'm interested in—let's kick it off with the frontline Adeptus Astartes and the figureheads of the Imperial Guard novels, the Imperial Commissar!

## Assault Space Marine (Barbarian)

Always in the forefront of battle, assault space marines soar overhead on raptor packs or sprint ahead of their battle brothers, getting directly into the thick of the fight for maximum shock and awe before moving on to the next foes as their allies bring up the rear of the attack. All space marine chapters have assault space marines but they are particularly frequent in the Blood Angels, Space Wolves, and World Eaters.

### Imperial Devotion

Beginning when you choose this archetype at 3rd level, your devotion to the God-Emperor hardens your resolve in battle. When you are raging, you have advantage on saving throws. After you have used this feature on a number of saving throws equal to your Constitution modifier, you lose this feature until the next time you rage.

### Know No Fear

Starting at 6th level, you cannot be frightened.

### Critical Introduction

When you reach 10th level, as long as your first hit in a combat against an opponent is made with a melee weapon and you are raging, it is a critical hit. After you have used this feature against a number of opponents equal to your bonus Rage damage, you cannot do so again until you finish a long rest.

### Astartes Juggernaut

At 14th level, you've seen and survived most everything the galaxy could throw at you. You have advantage on saving throws against being charmed. While raging you cannot be charmed or poisoned, and you are immune to poison damage.

## Imperial Commissar (Fighter)

It can be difficult for the rank and file soldiers of the Imperial Guard to maintain their courage in the face of cosmic horror, succumbing to fear and breaking—assuming of course that their Commissar is not within sight. These morale officers are responsible for keeping the troops in line through either inspiration or intimidation and throughout the command structures of the army, they enjoy one of the positions of highest authority and can often acquire other ranks depending on the devotion to the Imperium, heroism, and tactical acumen they employ in the field of battle. To form these fine individuals, those most exceptional of children that find their way into the scholam are chosen and groomed from a young age to be the superior ideal that soldiers can confidently follow into the maw of death.

### Imperial Voice

Starting when you choose this archetype at 3rd level, you can inspire others through stirring words or terrifying commands backed with the knowledge that death may follow insubordination. To do so, you use a bonus action on your turn to choose one creature other than yourself within 60 feet of you who can hear you. That creature gains one Imperial Voice die, a d4. Once within the next 10 minutes, the creature can roll the die and add the number rolled to one ability check, attack roll, or saving throw it makes. The creature can wait until after it rolls the d20 before deciding to use the Imperial Voice die, but must decide before the GM says whether the roll succeeds or fails. Once the Imperial Voice die is rolled, it is lost. A creature can have only one Imperial Voice die at a time. You can use this feature a number of times equal to your Charisma modifier (a minimum of

once). You regain any expended uses when you finish a long rest. Your Imperial Voice die changes when you reach certain levels in this class. The die becomes a d6 at 7th level, a d8 at 10th level, and a d12 at 15th level.

### **Imperially Trained**

At 7th level, you learn two maneuvers of your choice from among those available to the Battle Master archetype in the fighter class. If a maneuver you use requires your target to make a saving throw to resist the maneuver's effects, the saving throw DC equals 8 + your proficiency bonus + your Strength or Dexterity modifier (your choice). If you already have superiority dice, you gain two more; otherwise, you have two superiority dice, which is a d4. This die is used to fuel your maneuvers. A superiority die is expended when you use it. You regain your expended superiority dice when you finish a short or long rest.

### **Stalwart**

Beginning at 10th level, you cannot be frightened and you have advantage on saving throws to resist being charmed.

### **Superior Imperial Training**

Starting at 15th level, your superiority dice increase to d6s and you gain two more.

### **Words of Inspiration**

When you reach 18th level, you can spend 1 minute inspiring your allies, shoring up their resolve to fight and the need for maximum effort. When you do so, you and every creature that can hear you gains temporary hit points equal to your level + your Charisma modifier. A creature can't gain temporary hit points from this feat again until it has finished a short or long rest. Listening to a recording of your uplifting oratory does not grant any benefits.

## **Psykers, Grey Knights, and Sisters of Battle (Hack #5)**

### **Psyker (Sorcerer)**

Though it remains rare among humanity there are genetic anomalies that allow certain individuals to tap into the Warp, using its energies to enact wondrous powers and lethal abilities that defy the laws of nature. Using only their mind and will, psykers learn to harness their innate talents to strike down their enemies and otherwise do the impossible.

### **Unfettered Power**

Beginning when you choose this archetype at 1st level, you gain the ability to manipulate the very aether of the Warp. While casting a cantrip or spell from the sorcerer spell list, you must make a concentration check (DC 8 for cantrips or DC 8 + spell level). On a failure, you gain 1 point of Corruption, and on a failure with a natural roll of 1 you do not cast the spell and roll on the Wild Magic table. On a natural 20 or result equal to 20 + spell level, the spell functions as if it were cast as a level higher (or for cantrips, as if you had 5 more caster levels).

### **Expanded Mind**

Also at 1st level, you gain telepathy to a range of 10 feet per point of proficiency bonus you possess. You can communicate telepathically with any creature that is within range and able to see you. You don't need to share a language with the creature for it to understand your telepathic utterances, but the creature must be able to understand at least one language.

### **Forbidden Knowledge**

At 6th level, your studies of the Warp and your abilities have borne fruit. You add a number of cantrips and spells to your list of spells known equal to your Charisma modifier. You may only learn one new cantrip and one new spell per level of spell you can cast (for example, if your Charisma score is 18 you can learn one cantrip, one 1st-level spell, one 2nd-level spell, and one 3rd-level spell).

## **Psyfocus**

Starting at 14th level, you can spend 1 day meditating to create a psyfocus. While on your person, your psionic focus is able to concentrate on a spell for both you and it, granting it to each of you. When it is on your person but you are not using your psyfocus in this way, you have advantage on concentration checks.

## **Forbidden Knowledge**

At 14th level, you learn more cantrips and spells (as the 6th level feature).

## **Astral Form**

Beginning at 18th level, you can cast *astral projection* at will with a casting time of 1 minute, though you can only target yourself. In addition, while projecting you can possess a creature wearing a wraithbone locket (which takes you 1 year of effort to create) that you are attuned to. An unwilling creature receives a Wisdom saving throw to resist this feature. When you leave the creature's body, you each gain 1 level of exhaustion for each minute you possessed the body. A successful Constitution saving throw halves these levels of exhaustion (minimum 1).

## **Grey Knight (Warlock) - Psyker Archetype**

The Grey Knights are a secret, mysterious Loyalist Chapter of Space Marines specifically tasked with combating the dangerous daemonic entities of the Warp and all those who wield the corrupt power of the Chaos Gods. They have the honor of being implanted with gene-seed engineered directly from the genome of the Emperor Himself. The existence of the Chapter is virtually unknown outside of the Inquisition and the highest echelons of the Imperial Adepta, and is a well-guarded secret enforced by mind-wipes and even assassination of Imperial citizens if necessary. Unlike other Astartes, every Grey Knight is a potent psyker. Yet, in the 10,000 standard years of Imperial history, no Grey Knight has ever been corrupted by the Ruinous Powers of Chaos.

**Note:** When you choose this archetype, you get the Pact of the Blade. Your pact weapon is either a greatsword or a maul.

## **Psipoints**

Grey Knights do not gain expanded spells. Instead at 1st level, 3rd level, and every odd warlock level thereafter, you gain 1 psipoint (up to a maximum of 10 psipoints at 19th level). Whenever you encounter an active spell that has been cast within the last week, you may expend 1 psipoint as an action to negate the spell. When you witness a creature within 50 feet casting a spell, you may expend 1 psipoint as a reaction to negate the spell. A spell you negate must be of a level no higher than what's shown in the Warlock table's Slot Level column for your level. When you attempt to negate a spell higher than your Slot Level, it is not negated but you gain advantage on saving throws to resist it or the caster is at disadvantage on its attack roll. When you finish a long rest, you regain all expended psipoints.

## **Psychic Armor**

Starting at 1st level, you have a number of temporary hit points equal to your Charisma modifier. When these hit points are depleted, they replenish after 1 minute or immediately upon spending an action focusing your mind.

## **Enshrouded Mind**

Beginning at 6th level, you gain resistance to psychic damage and immunity to the charmed condition. When a creature targets you with a spell that causes the charmed condition, it makes a Charisma saving throw against your spell save DC or becomes confused (as the spell) for 1 round.

## **Psychic Attunement**

At 10th level, creatures that are within your reach provoke an opportunity attack from you when they cast a spell. In addition, enemies within your reach are at disadvantage on concentration checks made to maintain a spell and any weapon you wield counts as a magical weapon.



## Grey Strike

Starting at 14th level, when you hit a creature with an attack, you can use this feature to cut off a creature's access to magic. For a number of rounds equal to half your proficiency bonus, the creature is targeted by an effect that functions as the [antimagic field](#) spell except that its range is reduced to touch and it has no radius (affecting only the creature). On its turn, a creature targeted by this feature can spend its action to make a Charisma saving throw against your spell save DC to end the effect. Once you use this feature, you can't use it again until you finish a long rest.

## Sister of Battle (Monk)

The Orders Militant of the Adepta Sororitas are the best-known part of the organization, feared by the enemies of the Imperium as the stalwart and unyielding Sisters of Battle, the army of the Ecclesiarchy. Clad in ceramite power armor, they carry an awesome array of weaponry with which to vanquish their enemies, the Sisters of Battle are trained to the peak of human ability and stand amongst Mankind's most dedicated and disciplined warriors. Wherever there are foes of the Emperor, the Sisters of Battle can be found fighting with faith and steel. When not actively prosecuting the Ecclesiarchy's wars, the Battle Sisters of the Orders Militant divide their time between rigorous training and devout worship of the Emperor.

These disciplines are nigh inseparable for while combat drills and studies of battle tactics can hone the body and the mind, only penitent prayer can bolster the spirit and all three are required to defeat the Imperium's foes. The combination of combat doctrine and prayer is most evident on the battlefield, where Battle Sisters loudly proclaim their faith in hymn and verse as they march to war, calling upon the Emperor to aid them in the fight against their enemies.

## Bolstered Spirit

Unlike other monk player options, you choose this archetype at 2nd level (instead of 3rd) and do not receive a *ki* pool. Instead your extensive training and belief in the God Emperor of Mankind manifests as veritable faith. Your access to this energy is represented by a number of faith points. Your monk level determines the number of points you have, as shown in the Ki Points column of Table: The Monk. You can spend these points to fuel various faith features. You start knowing three such features: xxx, Patient Defense, and Step of the Wind. You learn more faith features as you gain levels in this class (gained *ki* features use faith points instead). When you spend a faith point, it is unavailable until you finish a short or long rest, at the end of which you draw all of your expended faith points back into yourself. You must spend at least 30 minutes of the rest praying to the God Emperor to regain your faith points. Some of your faith features require your target to make a saving throw to resist the feature's effects. The saving throw DC is calculated as follows: Faith save DC = 8 + your proficiency bonus + your Wisdom modifier

- **Faithful Smite.** You can spend 1 faith point to deal an additional 1d6 radiant damage with your melee or ranged attacks until the start of your next turn. When you reach 5th level in this class the additional damage increases to 1d8, at 10th level it increases to 1d10, and at 15th level it increases to 1d12.
- **Patient Defense.** You can spend 1 faith point to take the Dodge action as a bonus action on your turn.
- **Step of the Wind.** You can spend 1 faith point to take the Disengage or Dash action as a bonus action on your turn, and your jump distance is doubled for the turn.

## Devoted Strikes

When you reach 3rd level, you are able to deal your unarmed strike damage when making ranged weapon attacks and you gain proficiency with improvised weapons. When you reach 14th level, you may spend a bonus action to make an additional ranged attack (as though you were using the Martial Arts feature) after making a ranged attack or melee attack. Any feature that grants a benefit to your unarmed strikes applies to any weapon you wield.

## Burn the Heretic

Beginning at 6th level, when you deal fire damage, you deal an extra 1d6 fire damage.

### **Sororitas Power Armor**

When you reach 11th level, you receive sacred armor that is christened for your use and always in your possession. Donning or removing power armor provokes opportunity attacks and takes 3 consecutive rounds. Your power armor grants the following bonuses:

- your AC becomes 14 + Dexterity modifier (maximum 2) + Wisdom modifier.
- you gain darkvision 120 feet.
- your Strength score increases by 2 (this does not modify your maximum Strength score).
- you are able to jump as far as 30 feet horizontally or 20 feet vertically without the need for a check (these distances are added to the distances that result from any jump checks).
- you reduce all falling damage by 30.
- your unarmed strike damage changes to 1d6.
- the amount of weight you can carry doubles (the power armor's 200 lb. weight does not count against your carrying weight.)
- melee weapons mounted onto your power armor cannot be disarmed.
- as long as you are wearing your power armor's helmet, while the suit is intact it grants immunity to all gas-based attacks and effects, possessing an internal air tank you can breathe from for up to 4 hours.
- you are able to walk on metal surfaces in the void of space or zero gravity environments.
- you are able to sleep in your power armor for a number of consecutive days equal to your proficiency bonus
- you gain resistance to acid, cold, and fire
- you ignore the first 3 points of damage whenever you take non-psychic damage.

### **Focused Mind**

At 17th level, when an attacker that you can see hits you with an attack, you can use your reaction to halve the attack's damage against you.

# Agents of the Assassinorum (Hack #6)

I obviously have a deep love for *Warhammer 40,000* but my absolute favorite part of the universe is definitely the Assassinorum so they get a post all to themselves (sorry space marine junkies!)

## Agent of the Assassinorum (Rogue)

Working the Imperium's shadows are assassins that slip through enemy lines to mete out murder, returning to the darkness and disappearing before their foes know they are there. Each is trained by one or another clade of the Imperium of Mankind, specializing in a specific set of techniques and tactics all tailored to be devastatingly effective.

**Callidus** - Chameleons able to infiltrate anywhere and impersonate anyone.

**Culexus** - Pariahs immune to the touch of the Warp, able to channel the void of their being into deadly attacks.

**Eversor** - Berserk, drug-fueled killing machines rumored to be as deadly as any space marine.

**Vanus** - Masters of strategy and tactics that manipulate the noosphere with unprecedented skill, killing their targets with brilliantly indirect methods that leave no suspicion behind them.

**Venenum** - Elite poisoners able to craft deadly concoctions from virtually anything, equipped with the deadliest toxins from across the universe.

**Vindicare** - Marksmen of unparalleled skill equipped with the Imperium's most lethal weaponry.

*[Note: There is another clade, Maerorus, but I feel like 6 mini-archetypes are enough and that their specific bit—incorporating xenos biology into humans—is probably better done with feats on a regular assassin rogue.]*

## Sneak Attack (d4s) and Extra Attack

Unlike normal rogues, when you choose this archetype your sneak attack die decreases to 1d4. Also unlike normal rogues, at 5th level you gain Extra Attack (able to attack twice when you take the attack action). It's worth noting that agents of the Assassinorum all receive excellent financial support that can augment their abilities—of everything you'll find in the *Warhammer 40k D&D 5E Hack*, these are the humans most likely to keep up with a space marine (Eversor and Vindicare in particular), especially if the GM gives out a few attribute points here and there for enhanced synth muscles and what have you (no more than 5 points of additional attribute increases).

## Assassinorum Apprentice

Starting when you choose this archetype at 3rd level, you are drafted into one of the mysterious organizations of the Assassinorum, the clades of assassins that work in the Imperium of Mankind's shadows. Choose one of the temples described above (Callidus, Culexus, Eversor, Vanus, Venenum, or Vindicare). You gain different archetype features depending on which clade of the Assassinorum to which you belong.

- **Callidus: Impersonatio.** You gain proficiency with the disguise kit. You have advantage on checks made to maintain a disguise, including Charisma (Deception) checks and the use of tool kits (although it should be noted that you do not have advantage on checks to actually use a tool kit, just to make it appear as though you are proficient and that you know what you are doing).
- **Culexus: Pariah.** You gain the Pariah feat (see below). Choose one Charisma-based skill you are proficient with. You never suffer disadvantage with that skill.
- **Eversor: Injectoria.** You receive the first of many combat augmentations. When you score a critical hit, you may use your Cunning Action to make an additional weapon attack against a creature you have already hit with a weapon attack this round. If you hit with this second attack, you deal sneak attack damage (if even if you've already dealt sneak attack damage this turn).
- **Vanus: Technocrat.** You gain proficiency with Technology. If you are already proficient, you gain advantage on Intelligence (Technology) checks. In addition, you can cast the *find familiar* spell as a ritual, summoning (i.e.: activating) a number of drones equal to your half proficiency bonus. The drone familiars you create are constructs with the appearance and abilities of any of the animals listed under the spell, or drones with an appearance chosen by you. Drones that are not duplicating the appearance and abilities of an animal use the [Homunculus](#) stat block (without poison). As a construct, the drones do not need to eat, sleep, or breathe, and are immune to both poison damage and the poisoned condition.

Your drones may not be dismissed as the spell. You may share senses with the drones or communicate with them while they remain within a number of miles equal to your Intelligence modifier.

- **Venenum: Amateur Poisoner.** You gain proficiency with the poisoner's kit, resistance to poison damage, and advantage on saving throws against poison.
- **Vindicare: Marksmanship.** You do not have an off-hand (each of your hands counts as your primary hand). In addition, you are gifted with an Executor sniper rifle (2d10 piercing, range 500/5,000, weight 20 lbs., reload [8 shots]). When you use it to successfully attack a target's limb or head (see Hit Selection in [Warhammer 40k D&D 5E Hack #1!](#)), you deal your sneak attack damage (you can still only deal sneak attack damage once per turn). On a headshot, your sneak attack dice increase to d6s (from d4s).

## Assassinorum Rank

Beginning at 9th level, you become a proper agent of the Assassinorum and receive a powerful gift with which you can better see to the God-Emperor's will.

- **Callidus: Polymorphine Amateur.** The Callidus Temple supplies you with polymorphine, a chemical substance that drastically alters your physical makeup for a number of hours equal to your proficiency bonus. You are able to cast *alter self* at will with no components other than polymorphine. In addition, you may spend a bonus action to gain one of the following benefits while using polymorphine. Switching from one benefit to another is a bonus action or reaction.
  - Increase your speed by 15 feet.
  - Reduce the falling damage you take by 5 points per rogue level.
  - Increase your Strength, Dexterity, Constitution, or Charisma by 2.
  - Gain immunity to poison and disease.
  - Cocoon yourself in a vacuum-proof carapace of transformed skin (unlike the other options listed here, this requires 5 rounds of uninterrupted concentration). You gain resistance to all types of damage and can survive in outer space for a number of minutes equal to your proficiency bonus. Afterward you are incapacitated for 1d4 hours.
- **Culexus: Void Channeler.** Your order gifts you with a helmet or other worn item that is able to suppress the benefits and drawbacks of your Pariah feat. You can activate or deactivate the helmet as a reaction or free action on your turn. As an action, you can unleash it as a torrent of energized trauma in a 10-foot wide line that extends 50 feet. Any creature in the area makes a Charisma saving throw (DC 6 + your level) or takes 1d12 points of psychic damage per point of proficiency bonus you possess. On a successful saving throw, a creature takes half damage. Any creature with the Psyker feat or feature has disadvantage on its saving throw and takes double damage from the attack. After you have used this feature, you cannot do so again for 1 minute.
- **Eversor: Improved Injectoria.** The cocktail of combat drugs inside your injectoria improves. By spending a bonus action, your speed is doubled, you gain a +2 bonus to AC, you have advantage on Dexterity saving throws, and you gain an additional action on each of your turns. This effect lasts for 1 minute, after which you gain 1 level of exhaustion. It does not stack with *haste*. Alternatively (particularly when traveling with space marines) the gamemaster may allow you to gain the Rage feature of a berserker barbarian with a barbarian level equal to half your rogue level.
- **Vanus: Technogauntlet.** Having proven yourself time and again, the Vanus Temple gifts you with a technogauntlet. While wearing your technogauntlet, you can spend a bonus action to make your drones attack and as an action, you are able to use the noosphere it generates to access any human-built machine that you can see within 100 feet so long as it utilizes electronics (a bolter for example does not, and some items, like a space marine's power armor, lack unprotected electronic systems that can be manipulated to any noticeable effect). An active device may require an Intelligence (Technology) check for you to overcome before you gain control of it.
- **Venenum: Toxica Tools.** Your masters have given you toxica tools, items perfectly suited to be used as a miniature chemistry set with one purpose—the crafting of poisons. You have advantage on checks made to hide your toxica tools on your person and gain a +5 bonus on Dexterity (Sleight of Hand) checks to do so. With 10 minutes of work, you can craft a number of poison dice equal to your level + Intelligence modifier. These poison dice are d8s. You may choose to craft all of your poison into one

deadly toxin that deals a maximum amount of d8s equal to your rogue level, or in several smaller vials. Any living creature that ingests or is struck by your poison takes the poison dice as additional poison damage to the attack, making a Constitution saving throw (DC 8 + your proficiency bonus + your Intelligence modifier) for half damage. After 24 hours, any poisons made this way go inert. Once you have used this feature to brew poison, you cannot do so again until you have finished a long rest.

In addition, you can spend a bonus action to poison a melee weapon or piece of ranged ammunition.

- **Vindicare: Optical Implant.** The Vindicare Temple replaces one of your eyes with an enhanced cybernetic. You gain darkvision 200 feet, you do not suffer disadvantage on ranged weapon attacks from being within an enemy's reach, and you always know the exact distance between your cybernetic eye and any object it can see.

### Assassinorum Veteran

Starting at 13th level, you have successfully completed enough missions for your clade that they reveal more of their hallowed trade secrets.

- **Callidus: Polymorphine User.** While using polymorphine, you gain two benefits instead of one, you do not require concentration to maintain your *alter self*, and the duration of polymorphine doubles.
- **Culexus: Void Touch.** Your unarmed strikes and sneak attack damage ignore the damage resistances and immunities possessed by Warp-spawned creatures and creatures with the Psyker feat or feature. On a successful hit against such a creature, you always deal your sneak attack damage.
- **Eversor: Extra Attack (2).** When you take the attack action, you can attack three times.
- **Vanus: Improved Drones.** When you summon drones, their AC increases by an amount equal to your Intelligence modifier, their hit points double, their attack bonuses double, and their damage doubles. Alternatively, you may choose to summon a number of regular drones equal to your proficiency bonus.
- **Venenum: Poisonous.** You gain immunity to poison and the poisoned condition. When a living creature deals damage to you with a bite attack, it takes 1d4 poison damage per point of proficiency bonus you possess.
- **Vindicare: Gunslinger's Reaction.** On a surprise round (even when you are surprised), you can draw your weapon(s), make a single ranged weapon attack (or two if wielding two ranged weapons), and move up to half your movement.

### Assassinorum Elite

When you reach 17th level, you are one of the Imperium of Mankind's foremost stealth agents, able to infiltrate virtually anywhere in the universe to kill your target (and possibly even escape afterward).

- **Callidus: Polymorphine Expert.** While using polymorphine, you gain four benefits instead of two, its duration doubles again, and your *alter self* remains active even when you are unconscious, suspending the polymorphine's duration until you regain consciousness.
- **Culexus: Void Annihilator.** Instead of unleashing your energized trauma in an area, you can channel it directly at a single creature instead. A creature targeted by this feature must make a Charisma saving throw (DC 6 + your level). On a failed save, the target takes 12d12 + 40 psychic damage. If this damage reduces the target to 0 hit points, it is utterly destroyed and wiped from existence.
- **Eversor: Nerve Dampeners.** When you are severely wounded, painkillers flood your system to help you ignore your body's frailties. When you are reduced to 50 hit points or less, you gain resistance to all types of damage, advantage on all saving throws, and an additional reaction each round for 1 minute. After you have used this feature, you gain 1 level of exhaustion and cannot do so again until after you have finished a short rest.
- **Vanus: Cogitation Implant.** Your Intelligence increases by 4 (to a maximum of 22). You are able to perfectly recall any memory down to the most minute details.
- **Venenum: Poisons Fatalis.** By spending 1 hour brewing, you can use a poisoner's kit and your toxica tools to craft a fatal poison. Any living creature that ingests or is struck by your poison makes a Constitution saving throw (DC 8 + your proficiency bonus + your Intelligence modifier) or takes 10d6+40 poison damage. If you have detailed knowledge and a sample of a living creature's blood, you can

spend an additional hour tailoring the toxin to specifically target that creature, causing it to have disadvantage on its saving throw.

- **Vindicare: Deadly Shot.** When you spend a bonus action aiming with a ranged weapon attack and hit the target you were aiming at with your next attack roll, as long as you hit it is automatically a critical hit and may strike a limb of your choice (including the head; see Aimed Shots in *Warhammer 40k D&D 5E Hack #1*).

#### \*\*\*\*FEAT: Pariah

*Prerequisites: Non-psyker*

The horrors of the cosmos are revolted by your presence and the negative space you occupy in the world beyond mortal sight. You have disadvantage on Charisma-based checks but gain the following benefits:

- You are immune to magic (this includes healing magic).
- Any magic item loses its magical properties while in your possession and magical weapons that strike you gain no benefits from their magical enchantments.
- Creatures with the Psyker feat or feature that are within 10 feet of you gain the poisoned condition.
- Creatures with the Psyker feat or feature and Warp-spawned creatures must succeed on a Wisdom saving throw (DC 6 + your level) before they can target you with a melee weapon attack.



# Inquisitors & Librarians (Hack #7)

## Agent of the Inquisition (Warlock) - Psyker Archetype

You are one of the most exceptional individuals in the Imperium of Mankind, picked up with hundreds of thousands of others by the dreaded Black Ships. Unlike those poor souls, you possessed the correct spark of psyker talent and were plucked out of the teeming mass sacrificed to keep the God-Emperor alive, carefully trained and groomed to be a member of the Emperor's Holy Ordos—an agent of the Inquisition.

### Inquisition Expanded Spells

#### Spell Level

- 1st *heroism, thunderwave*
- 2nd *detect thoughts, pass without trace*
- 3rd *glyph of warding, nondetection*
- 4th *dominate beast, freedom of movement*
- 5th *dominate person, telekinesis*

### Expanded Mind

At 1st level, you gain telepathy to a range of 10 feet per point of proficiency bonus you possess. You can communicate telepathically with any creature that is within range and able to see you. You don't need to share a language with the creature for it to understand your telepathic utterances, but the creature must be able to understand at least one language.

### Inquisitor Ordos

Starting at 6th level, your rank in the Inquisition has been raised to agent. You are given the sacred Inquisitor's Seal, a rosette that carries with it enormous power and the means to identify yourself as a person of authority to any servant of the Imperium. You have advantage on Charisma (Intimidation) checks against any such creature if your status as an Inquisitor is known and are able to assume control of virtually any Imperium-controlled vehicle or item (although at the GM's discretion some NPCs may not be willing to cede to your authority regardless of the consequences).

In addition, you choose an Ordos to represent—Ordo Hereticus, Ordo Malleus, or Ordo Xenos. Your Ordos determines the features you gain at 10th and 14th level.

### Ordos Hunter

Beginning at 10th level, you have gained significant experience studying, tracking, hunting, and even talking to a certain type of enemy: Ordo Hereticus—creatures with the Psyker feat or feature, Ordo Malleus—daemons and Warp-spawn, Ordo Xenos—eldar, necrons, ork, tau, tyrannids, and other xenos.

You have advantage on Wisdom (Survival) checks to track, Wisdom (Perception) checks to perceive, and Intelligence checks to recall information about your favored enemies, and you learn one language of your choice that is spoken by your favored enemies (if they speak one at all). When you hit a favored enemy with a weapon or spell attack, you deal an additional amount of damage equal to your proficiency bonus.

### Ordos Master

At 14th level, you have become one of the masters of your Inquisitorial Ordos. Your experience has taught you how best to fight your favored enemy and you gain advantage on attacks rolls against them. In addition, you gain either a sidekick of 10th level or any number of sidekicks whose total levels equal to 10 (for example, a 6th level fighter and 4th level rogue, or two 3rd level barbarians, two 3rd level monks, and a 1st level cleric). Alternatively, you may have one bound favored enemy of a CR no higher than half your level. This favored enemy is enslaved to you and does as you will it, commanded with a bonus action (as if it were a creature summoned by *conjure elemental*). If you are killed or your bond severed (through means at the discretion of the GM) it immediately attempts to flee or turn against you.

## Librarian Space Marine (Paladin) - Psyker Archetype

The most powerful Adeptus Astartes are often those trained to develop their psyker talents, learning everything a space marine does as well as how to focus and harness the power of the aether to devastating effect. If the apothecaries are the heart of a chapter and chaplains their zealous voice, librarians are truly the soul of a company of battle-brothers.

### Oath Spells

#### Level

3rd *protection from evil and good, sanctuary*

5th *lesser restoration, prayer of healing*

9th *blinding smite, dispel magic*

13th *banishment, staggering smite*

17th *banishing smite, dispel evil and good* (evil only)

### Channel Divinity

When you take this oath at 3rd level, you gain the following two Channel Divinity options.

- ***Damn the Warp.*** As an action, you present your holy symbol and briefly unfetter your mind while willing your soul to the God-Emperor's divinity. Blessed psionic energies roil outward from you, dealing 1d8 damage per point of proficiency bonus you possess to all daemons, Chaos, fiends, and Warp-spawned creatures within 30 feet. Half of this damage is psychic and half is radiant. A successful Wisdom saving throw against your spell save DC halves this damage.
- ***Sacred Weapon.*** As an action, you can imbue one weapon that you are holding with positive energy, using your Channel Divinity. For 1 minute, you add your Charisma modifier to attack rolls made with that weapon (with a minimum bonus of +1). The weapon also emits bright light in a 20-foot radius and dim light 20 feet beyond that. If the weapon is not already magical, it becomes magical for the duration. You can end this effect on your turn as part of any other action. If you are no longer holding or carrying this weapon, or if you fall unconscious, this effect ends.

### Focused Mind

Beginning at 7th level, you have resistance against psychic damage. In addition, you have advantage on saving throws to resist the charmed and frightened conditions.

### Powerful Soul

Starting at 15th level, you have advantage on saving throws against spells or effects from daemons and Warp-spawn.

### Master Librarian

At 20th level, you have achieved the peak mastery over your psyker talent and are counted among a select honored space marines. You have immunity to fear, the charmed condition, and psychic damage. Whenever you score a critical hit against a creature with the Psyker feat or feature, daemon, Chaos, or Warp-spawn creature, you automatically cast *blinding smite* or *staggering smite* (expending a spell slot as normal but not an action to cast the spell; if you have no spell slots available this feature does not activate).

# Scout Space Marines & Rogue Traders (Hack #8)

## Infiltrator Space Marine (Ranger)

Space marines are a varied lot with a wide variety of roles—those that excel in stealth during their training periods as scouts lead new recruits, head sabotage missions, move into enemy territory to launch flanking ambushes, and move unseen across the battlefield.

### Infiltration Specialist

Unlike other ranger archetypes, you choose to become an infiltrator space marine at 2nd level. You do not gain spellcasting, instead gaining proficiency with one ranger skill or any tool kit of your choice. At 5th, 9th, 13th, and 17th level you gain proficiency in an additional ranger skill or any tool kit of your choice.

### Expertise

At 3rd level, choose two of your skill proficiencies, or one of your skill proficiencies and your proficiency with thieves' tools. Your proficiency bonus is doubled for any ability check you make that uses either of the chosen proficiencies. At 7th level, you can choose two more of your proficiencies (in skills or with thieves' tools) to gain this benefit.

### Know Thine Prey

Also at 3rd level, instead of Primeval Awareness your weapon attacks against a favored enemy deal an additional 1d4 damage. Whenever you reach 9th level in this class, the additional damage increases to 1d8. When you reach 15th level in this class, the additional damage increases to 2d6.

### Implacable Resolve

Beginning at 7th level, you have advantage on saving throws to resist the charmed and frightened conditions.

### Extra Attack (2)

Starting at 11th level, you may attack three times (instead of twice) when you take the attack action.

### Experienced Astartes

At 15th level, you've honed your talents for killing the foes that the Imperium has set before you. When attacking a favored enemy, the additional damage you deal increases to 4d6.

## Rogue Trader (Bard)

You are a trusted Imperial servant, given a ship, a crew, a contingent of marines and the right to go wherever you so desire. You generally survey uninhabited worlds near to the fringes of Imperial space and on the Eastern Fringes where the Astronomican does not reach, but your Trade of Writ gives you leave to barter with xenos and carry creations that would otherwise bring you into the targeting sights of The Inquisition.

### Xenos Devices

Unlike other bard archetypes, you choose to be a rogue trader at 1st level. As a rogue trader you gain access to a wide variety of exotic xenos-designed technological devices that produce effects identical to spells without the touch of the Warp. When you cast spells, you do so by activating these small devices, making them a requirement for the casting of all spells as though they were arcane or divine focuses. For each spell you know you come into possession of a new device that you manage to activate as often as your bard level's spell slots allow. Your spells are immune to *antimagic field*, *counterspell*, and *dispel magic*.

These devices weigh 2 pounds for cantrips or half a pound per spell level. The AC of these items is equal to your AC while they are on your person and they have a number of hit points equal to twice your bard level. While not in your possession, one of your devices has an AC equal to 10 + spell level. Other creatures are unable to understand how your xenos devices function and only you are able to use them to cast spells. Unlike a regular bard, you may not replace any of your spells known when you gain a new bard level. Should

one of your xenos devices be destroyed, it costs you 500 gp per spell level to find a suitable replacement (which must be of the same spell known).

### **Cosmic Diplomat**

Beginning at 3rd level, your travels to the far reaches of space have taught you the nuances of all manner of communication—verbal, nonverbal, olfactory, and otherwise. You may spend a bardic inspiration die as a bonus action to gain advantage to your next Charisma (Deception), Charisma (Persuasion), or Wisdom (Insight) check.

### **Xenos Weaponeer**

Also at 3rd level, you gain proficiency in two xenos weapons of your choice. At 6th and 14th level, you gain proficiency in two more xenos weapons of your choice.

### **Extra Attack**

Starting at 6th level, you can attack twice, instead of once, whenever you take the Attack action on your turn.

### **Displacer Field**

At 14th level, you get the perfect accoutrement—a device that emits a forcefield around your person, increasing your AC to 12 + your proficiency bonus + your Dexterity modifier while not wearing armor. When a creature hits you, you may spend your reaction to activate your displacer field and cast *misty step* (without the need for components or expending a spell slot), negating the attack or spell and any damage it would have caused you. After you have used this feature a number of times equal to your proficiency bonus the device ceases to function and you cannot use it again until after you have finished a long rest.

# Techmarines & Tech-Priests (Hack #9)

The rogue trader bard archetype touches on techno-magic but that's all xenos business and to really dig in there probably requires an entire class—good thing I've got two just for that! Grab yourself the [Mad Scientist Class PDF](#) and [Scrapper Class PDF](#)!

## Techmarine (Mad Scientist Archetype)

A Techmarine (known as a Frater Astrotechnicus in High Gothic) is a Space Marine technician and engineer as well as a full Astartes Battle-Brother of his Chapter. They are fully initiated members of both the Cult Mechanicus and their Chapter. Prospective Techmarines are chosen from the ranks of the Space Marine Chapters for their affinity with technology. They are sent to Mars for 30 standard years of training, and taught the machine lore. They learn how to divine the runes of engineering and study the liturgy of maintenance. This great body of lore must be committed to memory and understood by the novice Techmarine. They are taught how to "feel" the pain of a damaged machine and heal it. When they come back they serve the same role in their Chapter as a Tech-Priest Engineer in the Imperial Guard. (from <http://warhammer40k.wikia.com/wiki/Techmarine>)

## Techwarrior (modifies Trickster archetype)

When selecting this archetype, you are also selecting the Trickster archetype. When you reach 17th level, instead of Hide Out of Place you gain the benefits of the Cog-Born character background (from [Warhammer 40k D&D 5E Hack #1](#)). In addition, you can summon a servoskull (functioning as the Prototype Drone feature). When you reach 10th level, you are able to summon one more servoskull than normal.

## Servo-Arm (replaces Forbidden Knowledge)

At 3rd level, you build a servo-arm that can be installed into your power armor. Your servo-arm can be used to pick up and hold objects but nothing that requires fine dexterity (such as typing on a dataslate or soldering a pair of goggles), treating its Strength score as 20. In addition, you may spend a bonus action to use it to make a melee weapon attack (using your spell attack bonus) against a creature within 5 feet, dealing 1d12 + 5 bludgeoning damage on a successful hit.

## Extra Attack (replaces Insane Contraptions and Diviner of Secrets)

Beginning at 6th level, you can attack twice, instead of once, whenever you take the Attack action on your turn. The number of attacks increases to three when you reach 13th level in this class.

## Tech-Priest (Scrapper Hack!)

A Tech-priest, also spelled Tech-Priest, is an Adept of the Adeptus Mechanicus of the Imperium of Man who is generally responsible for maintaining all of the advanced technology of the Imperium, enlarging the Imperium's stocks of technical knowledge and conducting what little new scientific research occurs within the Imperium since the end of the Horus Heresy. Tech-priests are members of the Cult Mechanicus, the Cult of the Machine, a priesthood which forms an ecclesiastical hierarchy for the Cult Mechanicus of technicians, scientists, and religious leaders who believe that knowledge represents the only true divinity in the universe. The Tech-priests provide the rest of the Imperium with its technicians, scientists and engineers. Though their bodies often incorporate many inorganic components as bionic replacements, Tech-priests are fully human, unlike the cybernetic Servitors created by the Adeptus Mechanicus that carry out most of the heavy labour for all of the Imperium's myriad organisations and enterprises. (from <http://warhammer40k.wikia.com/wiki/Tech-Priest>)

*In order to select this archetype you must have [the Cog-Born background](#). Furthermore, it modifies the existing features of the [scrapper class](#) and [trapper archetype](#).*

## Guntrapper (modifies all Trapper archetype features)

For GMs that have [2099 Wasteland](#), make use of the awesome custom-built weapon rules. For everyone else: At 1st level, your gun traps can utilize a bolt pistol or laspistol. At 5th level, your gun traps can utilize a bolt rifle

or las rifle. At 17th level, your gun traps can utilize a bolter. All of these are available in *Warhammer 40k Hack #2: Equipment*.

**Servoskull and Vox Transmitter (modifies Radio Transmitter and Prototype Drone)**

Instead of a radio transmitter, at 2nd level you get a vox transmitter instead. This functions as a radio transmitter but with a range of 2 miles per scrapper level. In addition, you can summon a servoskull (functioning as the Prototype Drone feature). When you reach 10th level, you are able to summon one more servoskull than normal.

**Mechadendrite (replace Technology Salvaging)**

At 3rd level, you develop the means to construct and install a robotic tentacle or you've received one from the Mechanicum. You can use your mechadendrite to directly interact with human-constructed machinery and while doing so have advantage on Intelligence (Technology) checks made with a device. In addition, you may use it to make melee weapon attacks (using your spell attack bonus) with a reach of 10 feet, dealing 1d8 + your Intelligence modifier bludgeoning damage on a successful hit.

**Cogitation Enhancer (replaces Radio Tower)**

At 14th level, a cogitation enhancer is installed into your brain. Your Intelligence increases by 2 and your maximum increases to 22.



# Templates & Enuncia (Hack #10)

**DAN ABNETT IS THE BOOOOOOOOOOOOOOOOOOOOOOOOOOOOOOMB**

## \*\*\*\*FEAT: Enuncia

*Prerequisites: Intelligence 16, evil alignment*

You know a number of enuncia equal to half your proficiency bonus, selected from the list below. After uttering an enuncia, any more uses of that enuncia in the next 24 hours double their negative effects. Once you have learned one type of enuncia, you may not select from that type again until you have learned at least one enuncia from all other types. This feat may be selected multiple times.

**Noun: *Admordeo*.** As a reaction after you hit a living creature with a weapon attack that deals piercing or slashing damage, you hiss a word of bloodlust, dealing 6 points of damage to yourself. Your attack deals an additional amount of damage equal to half your proficiency bonus

**Noun: *Explivas*.** As a bonus action you spit out a word of primal malice that manifests into a wave of force, dealing 4 points of damage to yourself. Make a ranged attack roll against a creature within 30 feet. On a hit you deal 1d12 thunder damage plus your Strength modifier. On a critical hit, the creature is knocked prone.

**Adjective: *Anteactus*.** As an action, you utter a jibbering of syllables that pluck along the chords of fate, dealing 12 points of damage to yourself and bringing the energies of moments in the past to your senses. As long as you remain motionless, the events of the past reveal themselves to you:

- After 1 minute you can sense the strongest emotion associated with an area or object you are touching.
- After 2 minutes you can glean the general features of the creature the emotion belongs to.
- After 3 minutes you have a clear mental image of the creature the emotion belongs to.
- After 4 minutes you learn the person's basic details (in what city they live, what their job is, and so on).
- After 5 minutes you learn the person's name.

Remaining motionless requires a concentration check every 30 seconds (DC 5 + 1 per previous check). If a creature is in combat within 30 feet, you have disadvantage on the concentration check.

**Adjective: *Praesens*.** As a bonus action, you whisper a questioning word from the void, dealing 10 points of damage to yourself, but in return you are gifted with glimpses of possible futures and likely outcomes. You have advantage on your next d20 roll.

**Verb: *Excaeco*.** As an action and bonus action, you pulverize your mouth to shout a potent word of command, dealing 20 points of damage to yourself. Choose a creature within 60 feet and make a Strength saving throw opposed by the target's Charisma saving throw. On a success, you paralyze the creature until the beginning of your next turn.

**Verb: *Nilum*.** As an action, you utter a baffling word that muddles the senses, dealing 8 points of damage to yourself. Choose a creature within 30 feet and make a Wisdom saving throw opposed by the target's Wisdom saving throw. On a success, you make the creature blind and deaf until the end of your next turn. By spending a bonus action and dealing 4 points of damage to yourself to continue uttering, you may extend the duration of the creature's blindness and deafness by 1 round.

## Chaos Template

The chaos template can be added to any living creature (in particular the space marine that appears in the next post!) It should be noted that this template means a creature has completely and irredeemably fallen, drinking deep from the Warp—a typical traitor space marine doesn't need this, but if they're a Veteran of the Long War it is definitely appropriate.

**Alignment.** Chaos creatures are chaotic evil.

**Armor Class.** Chaos creatures gain a natural armor of 2.

**Speed.** Chaos creatures increase all of their movement speeds by 10 feet.

**Ability Scores.** Chaos creatures choose two physical or mental attributes to increase by 2. They choose one of their opposite attributes (mental is opposite physical) to decrease by 4.

**Resistances.** Chaos creatures have resistance to necrotic and poison damage.

**Poison Resistant.** Chaos creatures have advantage on saving throws against disease and poison.

**Senses.** Chaos creatures gain darkvision 120 feet.

**Vulnerabilities.** Chaos creatures are vulnerable to radiant damage.

**Languages.** Chaos creatures speak and understand Warpspeech.

**Magical Attacks.** Chaos creatures weapon attacks are magical and they gain a +1 bonus on weapon attack rolls and damage rolls.

**Challenge Rating.** Chaos creatures increase their CR by 1. Do not recalculate proficiency bonus.

# NPCs - Xenos Reskins and Space Marine Statblocks (Hack #11)

There's an awful lot of awesome scheduled for the posts ahead, but now that all the player bits are on the table I figured it'd only be fair to post something substantial for GMs to use aside from reskinned Warp-spawn creatures. Below are some *more* reskinning suggestions and then a few scout (aka rookie) spare marines! :D

## Chaos, Imperium, and Squats

There are a ton of statblocks of humanoids with guns in *Hypercorps 2099*, *2099 Wasteland*, and even *Mists of Akuma*. You can also just make use of a standard NPC ([handy list of them here](#)) and hook them up with some of the gear in [Warhammer 40k D&D 5E Hack #2](#).

## Dark Eldar and Eldar

Use Drow Elite Warriors, Drow Mages, and Drow Priestesses of Lolth. Give them xenos shuriken weapons. Alternatively, there are a *lot* of *Mists of Akuma* statblocks (from the Clans chapter) that would fit great for Harlequins and what have you.

## Genestealers & Tyranids

FIRST OF ALL, somebody else made great Tyranids over on Reddit:

[https://amp.reddit.com/r/DnD/comments/3gk9gm/using\\_warhammer\\_minis/cwgdywk?context=3](https://amp.reddit.com/r/DnD/comments/3gk9gm/using_warhammer_minis/cwgdywk?context=3)

One of my playtesters asked me about these a few months ago and I'm telling yinz what I told him: figure on the CR you want and then just go willy-nilly with reskinning, picking out monsters when you need them based on location/what the party's composition is. Cultist and ettercap [his suggestions] sound fine but I wouldn't limit myself. Get a few options you think might work and pick it in the moment (and just describe it as you need to). For example —> change a beholder into a dark mechanicum deathbot or genestealer hybrid freak (if various orcs or bugbears or etc. aren't doing it). Basically just ignore what the type/descriptive text says and focus on the elements you want (does it have a huge gun or something? Buddy-up attacks like hobgoblins? etc.), then worry about dressing it up like a dreadnaught or eldar seer or whatever.

What I didn't tell him—to be overly simplistic, tyranids are [rust monsters](#). There are way more different kinds than I am interested in building so just supe them up as follows (modifying the core rust monster statblock based on the tyranid's size). If you want it to shoot xenos effluent, swap out a/the talon attack(s) for a bio cannon (range 40/200, deals poison damage equal to half the talon's damage plus the regular acid damage).

**SMALL SIZE:** Hit points do not change, immunities (poison damage, poisoned condition, acid damage), can sense living creatures as if they were metal, attack changes to:

**Bite:** *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 5 (1d8+1) piercing damage plus 3 (1d6) acid damage.

**MEDIUM SIZE:** AC increases to 15, hit points increase by 24 (3d8+11) to 51, Str 16, Dex 15, Con 15, Int 5, immunities (poison damage, poisoned condition, acid damage), CR increases to 2, can sense living creatures as if they were metal, attacks change to:

**Multiattack.** The tyranid makes one bite attack and one talon attack.

**Bite:** *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 8 (1d10+3) piercing damage plus 5 (1d10) acid damage. **Talon:** *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 13 (3d6+3) piercing damage.

**LARGE SIZE:** AC increases to 17, hit points increase by 72 (6d10+39) to 99, Str 18, Dex 16, Con 18, Int 7, immunities (poison damage, poisoned condition, acid damage), CR increases to 5, can sense living creatures as if they were metal, attacks change to:

**Multiattack.** The tyranid makes one bite attack and two talon attacks.

**Bite:** *Melee Weapon Attack:* +6 to hit, reach 10 ft., one target. *Hit:* 13 (2d8+4) piercing damage plus 10 (3d6) acid damage.

**Talon:** *Melee Weapon Attack:* +6 to hit, reach 10 ft., one target. *Hit:* 16 (3d8+4) piercing damage.

**HUGE SIZE:** AC increases to 18, hit points increase by 150 (10d12+70) to 177, Str 20, Dex 19, Con 21, Int 11, immunities (poison damage, poisoned condition, acid damage), CR increases to 9, can sense living creatures as if they were metal, attacks change to:

**Multiattack.** The tyrannid makes one bite attack and two talon attacks.

**Bite:** *Melee Weapon Attack:* +8 to hit, reach 15 ft., one target. *Hit:* 18 (2d12+5) piercing damage plus 18 (4d8) acid damage.

**Talon:** *Melee Weapon Attack:* +8 to hit, reach 15 ft., one target. *Hit:* 23 (4d8+5) piercing damage.

**GARGANTUAN SIZE:** AC increases to 20, hit points increase by 257 (15d20+100) to 284, Str 22, Dex 21, Con 21, Int 14, immunities (poison damage, poisoned condition, acid damage), CR increases to 15, can sense living creatures as if they were metal, attacks change to:

**Multiattack.** The tyrannid makes two bite attack and three talon attacks.

**Bite:** *Melee Weapon Attack:* +10 to hit, reach 20 ft., one target. *Hit:* 27 (6d6+6) piercing damage plus 27 (6d8) acid damage.

**Talon:** *Melee Weapon Attack:* +10 to hit, reach 20 ft., one target. *Hit:* 32 (4d12+6) piercing damage.

## Orks

As below but with xenos ork weapons.

- Gretchin → [Goblins](#) with advantage on Technology checks.
- Ork → Standard Orc War Chief or Murderball Bruiser (*Hypercorps 2099*) but Large-sized, 40 ft. speed, and Regeneration 4.
- Big Nob → [Troll](#).
- Ork Warboss → These can vary widely but I'd take the [Atomic Mutant](#) (from *2099 Wasteland*), reduce it to Huge size, drop its Intelligence to 15, and change its ranged weapon to deal bludgeoning and piercing damage. Add some orky powah arma if ya likes.

## Necrons

Use a lot of them. As a handy rule, I'd have any that die pop back up at half hit points after 1 minute (10 rounds) if any of their companions are still fighting nearby.

- Necron Warrior → Use the stats for a [Mummy](#) but change its type to construct, then remove mummy rot and damage vulnerability. It gains a necron rifle ranged weapon attack: +1 to hit, (range 500/1,500), single target, 4d6-1 fire and necrotic damage.
- Triarch Praetorian → Use the statistics for a [Stone Golem](#). It gains a fly speed of 60 feet and the Rod of Covenant ranged weapon attack: +3 to hit, (range 100/500), single target, 12d8-1 fire and necrotic damage. In addition, all of the Triarch Praetorian's attacks ignore a creature's AC bonus from armor and any reduction to damage a suit of armor provides.
- Necron Lord → Use the statistics for a [Lich](#) (with a type of construct instead of undead).

## Tau

As below but with advantage on saving throws against magic.

- Tau Firewarrior → Atomic Army Cadet (*2099 Wasteland*) but deal lightning damage.
- Tau Pathfinder → Magitechnologist Adept (*2099 Wasteland*) but deal lightning damage.
- There are a lot of castes and different levels of warriors. Even more so than the eldar, you're going to find the best things to reskin here from *Mists of Akuma*. Also worth looking at for inclusion here—Lady Atom and S.H.E.R.L.O.C.K. from *2099 Wasteland*. Basically humanoid NPCs with class features or similar that you can redescribe as sublime tech.

Below is a space marine on the down low, no armor, wielding just a bolt pistol and the will of the God-Emperor. Beneath that is a standard trooper space marine decked out in average armor, as well as a standard (armored) chaos space marine—you can take the incognito build and slap on any of the space marine power armor suits from [Warhammer 40k D&D 5E Hack #2: Equipment](#). Regardless of whether or not they are in armor or whom they fight for, all space marines should have a chapter.

**Chapter Talent.** Depending on which chapter the space marine belongs to they gain a different benefit: Blood Angels—natural weapon bite attack (1d4 piercing), Dark Angels—Survival proficiency, Imperial Fists—Insight proficiency, Iron Hands—Technology proficiency, Raven Guard—Stealth proficiency, Salamanders—plus 1 damage when dealing fire damage, Space Wolves—advantage on smell-based Perception checks, Ultramarines—History proficiency, White Scars—Vehicle (land) proficiency.

Chaos space marines choose from these chapters: Alpha Legion—Deception proficiency, Death Guard—poison immunity, Emperor’s Children—thunder resistance, Iron Warriors—Investigation proficiency, Night Lords—Stealth proficiency, Sons of Horus—Persuasion proficiency, Thousand Suns—Arcana proficiency, Word Bearers—Religion proficiency, World Eaters—Intimidation proficiency.

## SPACE MARINE (incognito)

*Large humanoid (adeptus astartes), any good or lawful neutral (if chaos, chaotic evil or neutral evil)*

**Armor Class** 12

**Hit Points** 58 (6d10+18) regeneration 1 hp/minute

**Speed** 40 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	15 (+2)	16 (+3)	13 (+1)	12 (+1)	11 (+0)

**Saving Throws** Str +5, Con +5

**Skills** Athletics +5, Perception +3 (advantage), Stealth +4, Survival +3

**Damage Resistances** poison

**Senses** passive Perception 18

**Languages** Battlecant, High Gothic, Low Gothic

**Challenge** 3 (700 XP)

**Action Surge (1/short rest).** On the space marine’s turn, he can take one additional action on top of his regular action and a possible bonus action.

**Autofire.** As a bonus action, the space marine can fire his bolt pistol with disadvantage.

**Blinding Spit.** As a bonus action, the space marine spits corrosive saliva at a creature within 15 feet. The target makes a DC 14 Constitution saving throw or is blind until the end of the space marine’s next turn.

**Fighting Style: Archery.** The space marine gains a +2 bonus to attack rolls he makes with ranged weapons (included).

**Omophagea.** The space marine can absorb genetic information by consuming blood or flesh, gaining information as a set of memories or experiences.

**Poison Resistance.** The space marine has advantage on saving throws against diseases and poison.

**Second Wind (1/short rest).** On his turn, the space marine can use a bonus action to regain 1d10+2 hit points.

**Thick Skinned.** Whenever the space marine takes damage, he ignores 1 point of damage.

**ACTIONS**

**Unarmed.** *Melee Weapon Attack:* +5 to hit, reach 10 ft., one target. *Hit:* 5 (1d4+3) bludgeoning damage.

**Bolt Pistol.** *Ranged Weapon Attack:* +6 to hit, range 300/600, one target. *Hit:* 8 (1d12+2) piercing damage.

## LOYAL SPACE MARINE (scout or standard infantry)

*Large humanoid (adeptus astartes), any good or lawful neutral*

**Armor Class** 17 (Mark VI power armor)

**Hit Points** 58 (6d10+18) regeneration 1 hp/minute

**Speed** 40 ft., jump 30 ft. horizontal/20 ft. vertical

STR	DEX	CON	INT	WIS	CHA
21 (+5)	17 (+3)	16 (+3)	13 (+1)	12 (+1)	11 (+0)

**Saving Throws** Str +8, Con +6

**Skills** Athletics +8, Perception +4 (advantage), Stealth +6, Survival +4

**Damage Resistances** cold, fire, poison

**Senses** darkvision 120 ft., passive Perception 19

**Languages** Battlecant, High Gothic, Low Gothic

**Challenge** 5 (1,800 XP)

**Action Surge (1/short rest).** On the space marine's turn, he can take one additional action on top of his regular action and a possible bonus action.

**Autofire.** As a bonus action, the space marine can fire his bolt rifle with disadvantage.

**Blinding Spit.** As a bonus action, the space marine spits corrosive saliva at a creature within 15 feet. The target makes a DC 14 Constitution saving throw or is blind until the end of the space marine's next turn.

**Fighting Style: Archery.** The space marine gains a +2 bonus to attack rolls he makes with ranged weapons (included).

**Omophagea.** The space marine can absorb genetic material by consuming blood or flesh, gaining information as a set of memories or experiences.

**Poison Resistance.** The space marine has advantage on saving throws against diseases and poison.

**Powered Armor.** The space marine's carrying weight doubles, he reduces all falling damage by 30, and he's immune to all gas-based attacks (while the suit remains unbreached). In addition, he ignores the first 5 points of damage whenever he takes damage that isn't psychic.

**Second Wind (1/short rest).** On his turn, the space marine can use a bonus action to regain 1d10+2 hit points.

**Thick Skinned.** Whenever the space marine takes damage, he ignores 1 point of damage.

#### ACTIONS

**Unarmed. Melee Weapon Attack:** +8 to hit, reach 10 ft., one target. *Hit:* 8 (1d6+5) bludgeoning damage.

**Bolter. Ranged Weapon Attack:** +8 to hit, range 300/600, one target. *Hit:* 12 (2d8+3) bludgeoning damage plus 3 (1d6) thunder damage.

## TRAITOR SPACE MARINE (scout or standard infantry)

*Large humanoid (adeptus astartes), chaotic evil or neutral evil*

**Armor Class** 16 (Mark V carapace)

**Hit Points** 64 (6d10+24) regeneration 1 hp/minute

**Speed** 40 ft., jump 30 ft. horizontal/20 ft. vertical

STR	DEX	CON	INT	WIS	CHA
21 (+5)	15 (+2)	18 (+4)	13 (+1)	12 (+1)	11 (+0)

**Saving Throws** Str +8, Con +7

**Skills** Athletics +8, Perception +4 (advantage), Stealth +5, Survival +4

**Damage Resistances** cold, fire, poison

**Senses** darkvision 120 ft., passive Perception 19

**Languages** Battlecant, High Gothic, Low Gothic

**Challenge** 5 (1,800 XP)

**Action Surge (1/short rest).** On the space marine's turn, he can take one additional action on top of his regular action and a possible bonus action.

**Autofire.** As a bonus action, the space marine can fire his bolt rifle with disadvantage.

**Blinding Spit.** As a bonus action, the space marine spits corrosive saliva at a creature within 15 feet. The target makes a DC 15 Constitution saving throw or is blind until the end of the space marine's next turn.

**Fighting Style: Archery.** The space marine gains a +2 bonus to attack rolls he makes with ranged weapons (included).

**Omophagea.** The space marine can absorb genetic information by consuming blood or flesh, gaining information as a set of memories or experiences.

**Poison Resistance.** The space marine has advantage on saving throws against diseases and poison.

**Powered Armor.** The space marine's carrying weight doubles, he reduces all falling damage by 30, and he's immune to all gas-based attacks (while the suit remains unbreached). In addition, he ignores the first 5 points of damage whenever he takes damage that isn't psychic.

**Second Wind (1/short rest).** On his turn, the space marine can use a bonus action to regain 1d10+2 hit points.

**Thick Skinned.** Whenever the space marine takes damage, he ignores 1 point of damage.

#### ACTIONS

**Unarmed. Melee Weapon Attack:** +8 to hit, reach 10 ft., one target. *Hit:* 8 (1d6+5) bludgeoning damage.

**Bolter. Ranged Weapon Attack:** +7 to hit, range 300/600, one target. *Hit:* 11 (2d8+2) bludgeoning damage plus 3 (1d6) thunder damage.

## Primaris Template

Primaris Space Marines are a new breed of transhuman warriors developed across the span of ten thousand standard years by Archmagos Dominus Belisarius Cawl on Mars on the order of Primarch Roboute Guilliman. They are more physically powerful and possess faster reaction times than their original Astartes counterparts. Only space marines are able to acquire the primaris template.

**Armor Class.** Primaris space marines gain a natural armor of 1.

**Speed.** Primaris space marines increase all of their movement speeds by 10 feet.

**Ability Scores.** Primaris space marines increase their Strength by 2, Constitution by 2, and Dexterity by 4. All of their mental attributes (Intelligence, Wisdom, and Charisma) are increased by 1. The maximum for these scores are all increased by the same amount.

**Fast Reflexes.** Primaris space marines have advantage on Dexterity saving throws and can take up to two reactions each round.

**Challenge Rating.** Primaris space marines increase their CR by 1. Do not recalculate proficiency bonus.



# NPCS - Librarians, Techmarines, and Technologists

## Monster Statblocks (Hack #12)

We have finally caught up to my backlog and now I'm statting up monsters every week for the [Warhammer 40k D&D 5E Hack!](#)

[Last week I got more into the whole "reskin statblocks" bit for xenos and standard NPCs \(along with some Space Marine statblocks\)](#) and today we're delving back into the technology side of things. Plus a Librarian for good measure.

Right then!

This is an easy one—take an [Archmage](#), remove *time stop*, give it a mechadendrite or two, a couple nice guns, 2-3 attacks a round, and a servo-arm. If you want some servoskulls you should probably check out the Tech-NPC post and work out some summarizations of your own, but basically treat them as familiar [homunculi](#) with the construct type and no poison attack.

**Mechadendrite.** You can use your mechadendrite to directly interact with human-constructed machinery and while doing so have advantage on Intelligence (Technology) checks made with a device. In addition, you may use it to make melee weapon attacks (using your spell attack bonus) with a reach of 10 feet, dealing 1d8 + your Intelligence modifier bludgeoning damage on a successful hit.

**Servo-Arm.** Your servo-arm can be used to pick up and hold objects but nothing that requires fine dexterity (such as typing on a dataslate or soldering a pair of goggles), treating its Strength score as 20. In addition, you may spend a bonus action to use it to make a melee weapon attack (using your spell attack bonus) against a creature within 5 feet, dealing 1d12 + 5 bludgeoning damage on a successful hit.

## TECHMARINE

*Large humanoid (adeptus astartes), any*

**Armor Class** 17 (Mark VI power armor)

**Hit Points** 85 (10d10+30) regeneration 1 hp/minute

**Speed** 40 ft., jump 30 ft. horizontal/20 ft. vertical

STR	DEX	CON	INT	WIS	CHA
21 (+5)	17 (+3)	16 (+3)	16 (+3)	12 (+1)	11 (+0)

**Saving Throws** Str +8, Con +6, Int +6

**Skills** Athletics +8, Investigation +6, Perception +4 (advantage), Stealth +6, Survival +4, Technology +9

**Damage Resistances** cold, fire, poison

**Senses** darkvision 120 ft., passive Perception 19

**Languages** Battlecant, Binary, High Gothic, Low Gothic

**Challenge** 7 (2,900 XP)

**Action Surge (1/short rest).** On the techmarine's turn, he can take one additional action on top of his regular action and a possible bonus action.

**Autofire.** As a bonus action, the techmarine can fire his bolt rifle with disadvantage.

**Powered Armor.** The techmarine's carrying weight doubles, he reduces all falling damage by 30, and he's immune to all gas-based attacks (while the suit remains unbreached). In addition, he ignores the first 5 points of damage whenever he takes damage that isn't psychic.

**Second Wind (1/short rest).** On his turn, the techmarine can use a bonus action to regain 1d10+2 hit points.

**Servo-Arm.** The techmarine can use his servo-arm to pick up and hold objects but nothing that requires fine dexterity (such as typing on a dataslate or soldering a pair of goggles), treating its Strength score as 20. In addition, he may spend a bonus action to use it to make a melee weapon attack with his servo-arm.



**Space Marine Organs.** The techmarine ignores 1 point of damage whenever taking damage, can track and absorb memories by consuming genetic material, and has advantage on saving throws against disease and poison.

**Techno-Gadgets:** The techmarine's techno-gadgets weigh 1 pound per spell level. The AC of a techno-gadget is equal to his AC while it is on his person and each has 20 hit points. While not in the techmarine's possession, his techno-gadgets have an AC equal to 10 + spell level. Other creatures are unable to understand how his techno-gadgets function and only the techmarine is able to use them.

- **Cortex Disassembler (1/long rest).** The techmarine can cast *fear* or *hypnotic pattern* once without expending a spell slot.
- **Defibrillator (1/long rest).** The techmarine can cast *revivify* once without expending a spell slot.
- **Spatial Prism (1/long rest).** The techmarine can cast *mirror image* or *see invisibility* once without expending a spell slot.

**Weaponized Technology (Recharge on short rest).** The techmarine is a 6th-level spellcaster that uses Intelligence as his spellcasting ability (spell save DC 12; +4 to hit with spell attacks). The techmarine can cast the following spells, though only when his technological weapons are on his person:

- Cantrips: *acid splash*, *eldritch blast*, *fire bolt*, *poison spray*
- 3rd-level (3 spell slots): *acid arrow*, *grease*, *lightning bolt*, *shatter*, *sleep*, *stinking cloud*

#### ACTIONS

**Multiattack.** The techmarine attacks twice (not including attacks made by using bonus actions).

**Unarmed. Melee Weapon Attack:** +8 to hit, reach 10 ft., one target. *Hit:* 8 (1d6+5) bludgeoning damage.

**Chainsword. Melee Weapon Attack:** +8 to hit, reach 10 ft., one target. *Hit:* 9 (1d8+5) bludgeoning if wielded in one hand or 10 (1d10+5) bludgeoning if wielded in two hands. While rending is active, increase one-handed damage by 5 (1d10) slashing and two-handed damage by 9 (2d6+2) slashing.

**Bolter. Ranged Weapon Attack:** +8 to hit, range 300/600, one target. *Hit:* 12 (2d8+3) bludgeoning damage plus 3 (1d6) thunder damage.

**Servo-Arm. Melee Weapon Attack:** +4 to hit, reach 5 ft., one target. *Hit:* 11 (1d12+5) bludgeoning damage.

## LIBRARIAN (for a chaos sorcerer space marine, [use the template](#))

*Large humanoid (adeptus astartes), any good or lawful neutral*

**Armor Class** 19 (Mark VI power armor, psyker field)

**Hit Points** 119 (14d10+42) regeneration 1 hp/minute

**Speed** 40 ft., jump 30 ft. horizontal/20 ft. vertical

STR	DEX	CON	INT	WIS	CHA
21 (+5)	17 (+3)	16 (+3)	14 (+2)	19 (+4)	14 (+2)

**Saving Throws** Str +9, Con +7

**Skills** Arcana +6, Athletics +9, Perception +8 (advantage), Stealth +7, Survival +8

**Damage Resistances** cold, fire, necrotic, poison, psychic

**Senses** darkvision 120 ft., passive Perception 23

**Languages** Battlecant, High Gothic, Low Gothic; telepathy 100 ft.

**Challenge** 11 (7,200 XP)

**Action Surge (1/short rest).** On the space marine's turn, he can take one additional action on top of his regular action and a possible bonus action.

**Autofire.** As a bonus action, the space marine can fire his bolt rifle with disadvantage.

**Magic Resistance.** The librarian has advantage on saving throws against spells and other magical effects.

**Powered Armor.** The space marine's carrying weight doubles, he reduces all falling damage by 30, and he's immune to all gas-based attacks (while the suit remains unbreached). In addition, he ignores the first 5 points of damage whenever he takes damage that isn't psychic.

**Second Wind (1/short rest).** On his turn, the space marine can use a bonus action to regain 1d10+2 hit points.

**Space Marine Organs.** The librarian ignores 1 point of damage whenever taking damage, can track and absorb memories by consuming genetic material, and has advantage on saving throws against disease and poison.

**Spellcasting.** The librarian is an 11th-level spellcaster. His spellcasting ability is Wisdom (spell save DC 16, +8 to hit with spell attacks). As long as he has any spell slots left the librarian increases his AC by 2 and can cast *invisibility* at will. He has the following spells prepared:

- Cantrips (at will): *eldritch blast, fire bolt, light, mage hand, shocking grasp*
- 1st level (4 slots): *detect magic, identify, magic missile*
- 2nd level (3 slots): *detect thoughts, mirror image, misty step*
- 3rd level (3 slots): *counterspell, fireball, fly, lightning bolt*
- 4th level (3 slots): *banishment, fire shield, stoneskin*
- 5th level (3 slots): *cone of cold, scrying, wall of force*
- 6th level (1 slot): *globe of invulnerability*

#### ACTIONS

**Multiattack.** The librarian casts one spell and makes an attack or he attacks twice (neither accounting for his bonus action).

**Unarmed.** *Melee Weapon Attack:* +9 to hit, reach 10 ft., one target. *Hit:* 8 (1d6+5) bludgeoning damage.

**Power Sword.** *Melee Weapon Attack:* +9 to hit, reach 10 ft., one target. *Hit:* 9 (1d8+5) if wielded in one hand, 10 (1d10+5) if wielded in two hands; plus 4 (1d8) force and 7 (2d6) psychic

**Bolter.** *Ranged Weapon Attack:* +9 to hit, range 300/600, one target. *Hit:* 12 (2d8+3) bludgeoning damage plus 3 (1d6) thunder damage.

# NPCs - Cognitae Agent, Dreadnought, Rogue Psyker (Hack #13)

## COGNITAE AGENT

*Medium humanoid, any evil*

**Armor Class** 19 (Intelligence)

**Hit Points** 150 (20d8+60)

**Speed** 40 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	19 (+4)	17 (+3)	20 (+5)	20 (+5)	20 (+5)

**Saving Throws** Cognitae Agents gain their proficiency bonus (+5) to all saving throws.

**Skills** Cognitae Agents are proficiency (+5) with all skills. In addition, they have advantage on Deception, Insight, Intimidation, Investigation, Perception, Persuasion, Religion, Sleight of Hand, Stealth, and Technology checks.

**Damage Resistances** poison, psychic

**Condition Immunities** frightened

**Senses** passive Perception 25

**Languages** Low Gothic, High Gothic, and at least 6 other languages

**Challenge** 13 (10,000 XP)

**Cunning Action.** On each of their turns, the Cognitae Agent can use a bonus action to take the Dash, Disengage, or Hide action. The Cognitae Agent may also use their bonus action to Dodge, but must wait 1 round before doing so again.

**Enuncia.** After uttering an enuncia, any more uses of that word before the Cognitae Agent takes a long rest double the self-inflicted damage caused by it.

**Explivas - Explosion (Bonus Action, 4 self-inflicted damage).** The Cognitae Agent spits out a word of primal malice that manifests into a wave of force. The Cognitae Agent makes a ranged attack roll against a creature within 30 feet. On a hit they deal 1d12+2 thunder damage. On a critical hit, the creature is knocked prone.

**Sana - Healing (Action, 5 self-inflicted damage).** The Cognitae Agent whispers words of conjuring that destroy and rework their own flesh. At the start of the Cognitae Agent's next turn, they regain 5d8+5 hit points. Unlike other enuncia, the repeated use of this word has cumulative penalties (10 damage for second use, 20 damage for third use, 40 damage for fourth use).

**Anteactus - Hindsight (Action, 12 self-inflicted damage).** The Cognitae Agent utters a jibbering of syllables that pluck along the chords of fate, bringing the energies of moments in the past to their senses. As long as they remain motionless, the events of the past reveal themselves. Remaining motionless requires a concentration check every 30 seconds (DC 5 + 1 per previous check). If a creature is in combat within 30 feet, the Cognitae Agent has disadvantage on the concentration check.

- After 1 minute the Cognitae Agent can sense the strongest emotion associated with an area or object they are touching.
- After 2 minutes the Cognitae Agent can glean the general features of the creature the emotion belongs to.
- After 3 minutes the Cognitae Agent has a clear mental image of the creature the emotion belongs to.
- After 4 minutes the Cognitae Agent learns the person's basic details (in what city they live, what their job is, and so on).
- After 5 minutes the Cognitae Agent learns the person's name.

**Praesens - Foresight (Bonus Action, 10 self-inflicted damage).** The Cognitae Agent whispers a questioning word from the void and in return they are gifted with glimpses of possible futures. The Cognitae Agent has advantage on their next d20 roll.

**Excaeco - Paralysis (Action & Bonus Action, 20 self-inflicted damage).** The Cognitae Agent pulverizes their mouth to shout a potent word of command. The Cognitae Agent chooses a creature within 60 feet and makes a Strength saving throw opposed by the target's Charisma saving throw. On a success, the Cognitae Agent paralyzes the creature until the beginning of the Cognitae Agent's next turn.

**Nilum - Senseless (Action, 8 self-inflicted damage).** The Cognitae Agent utters a baffling word that muddles the senses. The Cognitae Agent chooses a creature within 30 feet and makes a Wisdom saving throw opposed by the target's Wisdom saving throw. On a success, the Cognitae Agent makes the creature blind and deaf until the end of the Cognitae Agent's next turn. By spending a bonus action on their next turn and dealing 4 points of damage to themselves to continue uttering, the Cognitae Agent may extend the duration of the creature's blindness and deafness by 1 round.

**Evasion.** If the Cognitae Agent is subjected to an effect that allows it to make a Dexterity saving throw to take only half damage, the Cognitae Agent instead takes no damage if it succeeds on the saving throw, and only half damage if it fails.

**Minor Enuncia.** The Cognitae Agent knows the *light*, *mage hand*, *message*, *prestidigitation* and *vicious mockery* cantrips (spell save DC 18).

**Sneak Attack (1/Turn).** The Cognitae Agent deals an extra 42 (12d6) damage when they hit a target with a weapon attack and have advantage on the attack roll, or when the target is within 5 feet of an ally of the Cognitae Agent that isn't incapacitated and the Cognitae Agent doesn't have disadvantage on the attack roll.

**Void Shield.** When activated with a bonus action, this device emits a forcefield around the Cognitae Agent. Whenever the Cognitae Agent would take damage, the forcefield is damaged first. The forcefield has 30 hit points and regenerates 1 hit point each round. When a forcefield is reduced to 0 hit points, the void shield breaks and requires a DC 20 Intelligence (Technology) check and 1 minute of work to repair. Deactivating a void shield is a reaction.

#### ACTIONS

**Multiattack.** The Cognitae Agent attacks three times.

**Unarmed. Melee Weapon Attack:** +9 to hit, reach 5 ft., one target. *Hit:* 13 (2d8+4) bludgeoning damage.

**Archeodagger. Melee Weapon Attack:** +9 to hit, reach 5 ft., one target. *Hit:* 17 (3d8+4) piercing damage. When using this attack the Cognitae Agent ignores any bonus to AC that the target gains from armor.

**Archeopistol. Ranged Weapon Attack:** +9 to hit, range 200/800, one target. *Hit:* 17 (3d8+4) force damage. When using this attack the Cognitae Agent ignores and bonus to AC that the target gains from armor.

#### REACTIONS

**Uncanny Dodge.** When an attacker that the Cognitae Agent can see hits them with an attack, the Cognitae Agent can use their reaction to halve the attack's damage against them.

## DREADNOUGHT

*Huge construct, any alignment (depending on Chaos or Imperium)*

**Armor Class** 17 (natural)

**Hit Points** 230 (20d12+100)

**Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
23 (+6)	15 (+2)	20 (+5)	15 (+2)	16 (+3)	14 (+2)

**Saving Throws** Str +11, Con +10, Int +7

**Skills** Athletics +11, History +7, Intimidation +7, Investigation +7, Perception +12

**Damage Resistances** acid, cold, fire, radiant, thunder; bludgeoning, piercing, slashing

**Damage Immunities** poison

**Condition Immunities** exhaustion, frightened, paralyzed, petrified, poisoned

**Senses** darkvision 500 ft., passive Perception 22

**Languages** Battlecant, High Gothic, Low Gothic

**Challenge** 14 (11,500 XP)

**Magic Resistance.** The dreadnought has advantage on saving throws against spells and other magical effects.

**Siege Monster.** The dreadnought deals double damage to objects and structures.

**Source of Inspiration.** By spending a bonus action, the dreadnought chooses a creature within 50 feet able to see and hear them. The target gains a move action, bonus action, or reaction to take before the start of the dreadnought's next turn.

#### ACTIONS

**Multiattack.** The dreadnought attacks twice with their battleclaw or three times with their assault cannon.

**Battleclaw. Melee Weapon Attack:** +11 to hit, reach 15 ft., one target. *Hit:* 45 (6d12+6) magical bludgeoning damage.

**Assault Cannon. Ranged Weapon Attack:** +7 to hit, range 400/800, one target. *Hit:* 15 (2d12+2) magical bludgeoning damage plus 7 (2d6) fire and 7 (2d6) thunder.

There are a *lot* of different ways to go about this and for certain psykers (my pyro-boi Vaun what whaaat!) you'll want to lean into the elements a little harder (on the spell list swap in *flame bolt*, *burning hands*, *scorching ray*, *fireball*, *fire shield*, *delayed blast fireball*), but for your generalized Warp-loving psyker this is a good place to start.

## ROGUE PSYKER

*Medium humanoid, any evil*

**Armor Class** 18 (psy-field)

**Hit Points** 130 (20d8+40)

**Speed** 30 ft., fly 60 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
12 (+1)	16 (+3)	15 (+2)	17 (+3)	18 (+4)	20 (+5)

**Saving Throws** Int +8, Wis +9, Cha +10

**Skills** Arcana +8, Insight +9, Perception +19, Religion +8, Stealth +8

**Damage Resistances** psychic

**Senses** passive Perception 19

**Languages** Low Gothic, High Gothic; telekinesis 150 ft.

**Challenge** 13 (10,000 XP)

**Power of the Warp.** As a bonus action the Rogue Psyker can expend power to create one of the following effects. When they do so, roll 1d20. On a 20, roll once on the [Wild Magic Surge table](#). On a result of 1, the Rogue Psyker makes a Wisdom saving throw (DC 5 + 1 per previous save since last long rest) and on a failure they become possessed by a daemon (of the GM's choice; as the *dominate monster* and *true polymorph* spells).

- **Bewitch.** The Rogue Psyker chooses a creature they can see within 60 feet. The creature makes a DC 18 Intelligence saving throw or gains the poisoned condition. By spending an action to activate this feature the Rogue Psyker stuns the creature instead.
- **Elemental Blast.** Choose one of the following elements (once chosen, this element cannot be changed): cold, fire, lightning, or thunder. The Rogue Psyker makes a spell attack against a creature or object they can see within 60 feet. On a hit, the target takes 32 (6d8+5) damage of the chosen element.
- **Psy-Blast.** The Rogue Psyker makes a spell attack against a creature or object they can see within 120 feet. On a hit, the target takes 27 (4d10+5) psychic damage.
- **Psy-Deflect.** Until the start of the Rogue Psyker's turn, the Rogue Psyker's AC increases by +5 and they have advantage on Dexterity saving throws. While this is active if the Rogue Psyker is subjected to an effect that allows it to make a Dexterity saving throw to take only half damage, the Rogue Psyker instead takes no damage if it succeeds on the saving throw, and only half damage if it fails.

- **Telekinetic Throw.** The Rogue Psyker makes a spell attack against a creature or object (of up to 500 pounds) they can see within 30 feet. On a hit, the target is thrown 3 feet plus 3 feet for every point on the attack roll above the target's AC, taking 1d6 damage for every 5 feet traveled.

**Spellcasting.** The Rogue Psyker is a 13th-level spellcaster that uses Charisma as their spellcasting ability (spell save DC 18; +18 to hit with spell attacks). The Rogue Psyker has the following spells prepared:

Cantrips: *dancing lights, eldritch blast, guidance, mage hand, minor illusion*

1st-level (4 slots): *charm person, detect magic, disguise self, feather fall, hex*

2nd-level (4 slots): *blur, cloud of daggers, detect thoughts, suggestion*

3rd-level (3 slots): *counterspell, fear, haste, slow*

4th-level (3 slots): *confusion, improved invisibility, stoneskin*

5th-level (2 slots): *animate objects, dominate person, telekinesis*

6th-level (2 slots): *disintegrate, eyebite*

7th-level (1 slot): *symbol*

#### ACTIONS

**Unarmed.** *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 3 (1d4+1) bludgeoning damage.

**Bolt Pistol.** *Ranged Weapon Attack:* +8 to hit, range 300/600, one target. *Hit:* 9 (1d12+3) bludgeoning damage.

#### REACTIONS

**Uncanny Dodge.** When an attacker that the Rogue Psyker can see hits them with an attack, the Rogue Psyker can use their reaction to halve the attack's damage against them.

# NPCs - Titans: Warhounds, Revenants, and STOMPA for da WAAAAAAGH! (Hack #14)

## WARHOUND (Titans for Chaos, Imperium)

*Gargantuan construct, unaligned*

**Armor Class** 17 (natural armor)

**Hit Points** 198 (12d20+72)

**Speed** 70 ft.

STR	DEX	CON	INT	WIS	CHA
25 (+7)	14 (+2)	23 (+6)	17 (+3)	18 (+4)	14 (+2)

**Saving Throws** Int +8, Cha +7

**Skills** Athletics +12, Investigation +8, Perception +9, Science +8, Survival +9

**Damage Immunities** poison

**Condition Immunities** charmed, exhaustion, frightened, paralyzed, petrified, poisoned

**Senses** darkvision 2,500 ft., passive Perception 24

**Languages** Binary, High Gothic, Low Gothic (5 operators)

**Challenge** 16 (16,000 XP)

**Auspex.** The Warhound has advantage on Wisdom (Perception) checks. By spending a bonus action choosing a target creature that it can see, the Warhound gains advantage on ranged attack rolls against that target until it chooses a new one.

**Damage Threshold.** The Warhound ignores any attack that deals 7 or less damage (this feature does not affect its void shields).

**Operators.** The Warhound does not grant its condition immunities to the creatures operating it (meaning they can be charmed or frightened), although they have total cover and concealment. Operators inside the Warhound gain advantage on all Intelligence, Wisdom, and Charisma saving throws.

**Void Shields (2).** When activated with a bonus action, forcefields are emitted around the Warhound.

Whenever the Warhound would take damage, the forcefield is damaged first. Each forcefield has 100 hit points and regenerates 10 hit points each round. When a forcefield is reduced to 0 hit points, a void shield breaks and requires a DC 20 Intelligence (Technology) check as a bonus action for 1d4 rounds to repair. Deactivating a void shield is a reaction.

### ACTIONS

**Multiattack.** The Warhound attacks twice.

**Slam.** *Melee Weapon Attack:* +12 to hit, reach 30 ft., one target. *Hit:* 49 (4d20+7) bludgeoning damage.

**Multiple Armaments.** Warhounds can be equipped with up to two of the following weapons.

- **Inferno Gun.** *Ranged Weapon Attack:* +7 to hit, range 500/1,500, one target. *Hit:* 47 (10d8+2) flame damage.
- **Plasma Blastgun.** *Ranged Weapon Attack:* +7 to hit, range 800/2,000, one target. *Hit:* 22 (5d8) flame damage plus 22 (5d8) lightning damage.
- **Turbolaser Destructor.** *Ranged Weapon Attack:* +7 to hit, range 750/1,500, one target. *Hit:* 47 (10d8+2) radiant damage.
- **Vulcan Mega Bolter.** *Ranged Weapon Attack:* +7 to hit, range 1,000/2,500, one target. *Hit:* 20 (4d8+2) bludgeoning damage plus 13 (3d8) flame damage and 13 (3d8) thunder damage.

## REVENANT TITAN (Eldar)

*Gargantuan construct, neutral*

**Armor Class** 20 (natural armor)

**Hit Points** 168 (16d20+64)

**Speed** 110 ft.

STR	DEX	CON	INT	WIS	CHA
22 (+6)	21 (+5)	18 (+4)	19 (+4)	20 (+5)	21 (+5)

**Saving Throws** Dex +10, Int +9, Wis +10, Cha +10

**Skills** Acrobatics +10, Arcana +9, Investigation +9, Perception +10, Stealth +10

**Damage Resistances** force, psychic

**Damage Immunities** poison

**Condition Immunities** exhaustion, paralyzed, petrified, poisoned

**Senses** darkvision 3,000 ft., passive Perception 20

**Languages** Eldar, High Gothic

**Challenge** 16 (16,000 XP)

**Damage Threshold.** The Revenant Titan ignores any attack that deals 5 or less damage (this feature does not affect its holo-field duplicates or void shields).

**Evasion.** If the Revenant Titan is subjected to an effect that allows it to make a Dexterity saving throw to take only half damage, the Revenant Titan instead takes no damage if it succeeds on the saving throw, and only half damage if it fails.

**Holo-Field.** Three illusory duplicates of the Revenant Titan appear in its space. The duplicates move with the Revenant Titan and mimic its actions, shifting position so it's impossible to track which image is real. The Revenant Titan can use an action to dismiss the illusory duplicates.

Each time a creature targets the Revenant Titan with an attack during the holo-field's duration, roll a d20 to determine whether the attack instead targets one of the duplicates.

If the Revenant Titan has three duplicates, it must roll a 3 or higher to change the attack's target to a duplicate. With two duplicates, it must roll a 6 or higher. With one duplicate, it must roll a 9 or higher.

A duplicate has an AC of 22. If an attack hits a duplicate, the duplicate is destroyed. A duplicate can be destroyed only by an attack that hits it. It ignores all other damage and effects. When all three duplicates are destroyed the holo-field is disrupted, requiring a DC 18 Intelligence (Arcana) check and 1d4 rounds to repair.

Even creatures that can't see or rely on other senses (like auspexes, blindsight, or even truesight) are fooled by the holo-field's duplicates.

#### ACTIONS

**Multiattack.** The Revenant Titan attacks twice. By spending a bonus action, it can fire a missile.

**Slam.** *Melee Weapon Attack:* +11 to hit, reach 25 ft., one target. *Hit:* 37 (3d20+6) bludgeoning damage.

**Pulsar.** *Ranged Weapon Attack:* +10 to hit, range 750/2,000, one target. *Hit:* 21 (3d10+5) force damage plus 16 (3d10) radiant damage.

**Missile.** *Ranged Weapon Attack:* range (600), multiple targets (20-foot-square). *Hit:* 36 (8d8) bludgeoning and fire damage; DC 18 Dexterity saving throw reduces damage by half.

## STOMPA (Ork Gargant)

*Gargantuan construct, chaotic evil or neutral evil*

**Armor Class** 14 (natural armor)

**Hit Points** 444 (24d20+192)

**Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
23 (+6)	8 (-1)	27 (+8)	8 (-1)	13 (+1)	12 (+1)

**Saving Throws** Str +11, Con +13, Int +4, Cha +6

**Skills** Athletics +11

**Damage Resistances** acid, thunder

**Damage Immunities** poison

**Condition Immunities** charmed, exhaustion, frightened, paralyzed, petrified, poisoned

**Senses** 1,500 ft., passive Perception 16



## Languages Ork

### Challenge 16 (16,000 XP)

**Damage Threshold.** The Stompa ignores any attack that deals 8 or less damage.

**Operators.** The Stompa does not grant its condition immunities to the creatures operating it (meaning they can be charmed or frightened), although they have total cover and concealment. Operators inside the Stompa gain advantage on all Intelligence, Wisdom, and Charisma saving throws.

The usual Stompa iz crewed by at least two dozen gretchins and a few nobz, and wit so many eyes about theyz gain advantage on checks made for Perceivin.

**Repair Krew.** As a bonus action, the Stompa can deploy 6 [gretchin](#) that swarm all over the machine and patch it up with quick fixes of plating, adhesive, and greenie gumption. These gretchin act on the Stompa's initiative. At the end of the Stompa's turn, if at least 4 gretchin were alive crawling along its outsides repairing it for the round, the Stompa regains 1d4 hit points.

**Siege Monster.** The Stompa deals double damage to objects and structures.

**Walking Shrine of Gork.** Stompas are regarded as massive walking incarnations of Gork (or Mork) and the sight carnage wrought by even one of these big meks can drive orks into a wild bloodlust. Any orks that are able to see the Stompa gain advantage on saving throws against fear, a +1 bonus to attack and damage rolls, and they ignore 1 point of damage whenever they take damage (minimum 1 damage). When the Stompa falls in battle, all orks (and gretchin) within 1,000 feet make a DC 16 Wisdom saving throw or attempt to flee the battlefield.

### ACTIONS

**Stompa-Claw.** *Melee Weapon Attack:* +11 to hit, reach 5 ft., one target. *Hit:* 90 (8d20+6) bludgeoning damage and the target is grappled (escape DC 20). The Stompa can grapple a foe of Huge size or smaller and still attack creatures with the Stompa-Claw, inflicting half as much damage as their melee attack deals to any grappled creature it is wielding.

**Deth Kannon.** *Ranged Weapon Attack:* +4 to hit, range 500/2,000, one target plus multiple targets (20-foot radius). *Hit:* 87 (16d10-1) bludgeoning damage. Creatures within a 20-foot radius of where the death kannon hits make a DC 12 Dexterity saving throw. On a failed save, a creature takes half damage (and no damage on a successful save). If the deth kannon misses its target, as long as it hit within 5 points of the target's AC the target is inside of the attack's area.

# NPCs - Titans: Lutomorbus, Squats, Tau (Hack #15)

## LUTOMORBUS

*Gargantuan construct, chaotic evil*

**Armor Class** 14 (natural armor)

**Hit Points** 630 (28d20+336)

**Speed** 45 ft.

STR	DEX	CON	INT	WIS	CHA
32 (+11)	7 (-2)	34 (+12)	17 (+3)	18 (+4)	17 (+3)

**Saving Throws** Int +9, Wis +10, Cha +9

**Skills** Arcana +9, Athletics +17, Intimidation +9, Perception +10, Religion +9

**Damage Resistances** bludgeon, piercing, and slashing from nonmagical weapons

**Damage Immunities** necrotic, poison, psychic

**Condition Immunities** blinded, charmed, deafened, disease, exhaustion, frightened, paralyzed, petrified, poisoned, stunned

**Senses** blindsight 1,000 ft., darkvision 4,000 ft. (including magical darkness), passive Perception 20

**Languages** all (as the *tongues* spell); telepathy 500 ft.

**Challenge** 20 (25,000 XP)

**Aura of Fear.** Creatures within 800 feet of the Lutomorbus must succeed on a DC 18 Wisdom saving throw or become frightened for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If a creature's saving throw is successful or the effect ends for it, the creature is immune to the Lutomorbus' aura of fear for the next 24 hours.

**Baleful Dirge.** As a bonus action the Lutomorbus booms out an otherworldly resonance. Living creatures within a 200 feet must succeed at a DC 18 Charisma saving throw or gain the frightened condition until the end of the Lutomorbus' next turn. Creatures that are already frightened become poisoned until the end of the Lutomorbus' next turn.

**Magic Resistance.** The Lutomorbus has advantage on saving throws against spells and other magical effects.

**Regeneration.** The Lutomorbus regains 10 hit points at the start of its turn. If the Lutomorbus takes radiant damage, this trait doesn't function at the start of the Lutomorbus' next turn. The Lutomorbus dies only if it starts its turn with 0 hit points and doesn't regenerate.

**Thousands of Eyes.** The Lutomorbus has advantage on Wisdom (Perception) checks and is immune to gaze attacks.

### ACTIONS

**Multiattack.** The Lutomorbus attacks twice.

**Massive Fist.** *Melee Weapon Attack:* +17 to hit, reach 40 ft., one target. *Hit:* 47 (8d8+11) magical bludgeoning damage.

**Exploding Corpse.** *Ranged Weapon Attack:* +17 to hit, range 1,000/2,000, one target plus multiple targets (30-foot radius). *Hit:* 29 (4d8+11) force damage. Creatures within a 30-foot radius of where the corpse projectile hits make a DC 18 Dexterity saving throw. On a failed save, a creature takes half damage (and no damage on a successful save). Failure by 5 or more on this saving throw afflicts a creature with the sewer plague disease. If the exploding corpse misses its target, as long as it hit within 5 points of the target's AC the target is inside of the attack's area.

**Death Whirlwind.** As an action, the Lutomorbus drags its arm across the battlefield. The Lutomorbus chooses a 40 ft.-line that is 15 ft.-wide and within its reach. Creatures in the area make a DC 19 Dexterity saving throw. On a failed save, a creature takes 29 (4d8+11) magical bludgeoning damage and is knocked prone. On a successful save, a creature takes half damage and is not knocked prone.

I <3 this fella. When I wanted to include it in *Tome of Decay* there was some tug-of-war with Games Workshop, and after a bit we won out, but I ask you—if a skyscraper-sized golem made of corpses that it explosively throws at people isn't solid for Nurgle, **what is?**

*But Mike it's deadlier than the tita-* hell yes it is it's my monster and I went out of my way to make it so. Also it needs to have a silly amount of hit points to feel right for a Nurgle monster. ;)

## CAPILLUS (SQUAT TITAN)

*Gargantuan construct, unaligned*

**Armor Class** 17 (natural armor)

**Hit Points** 111 (6d20+48)

**Speed** 60 ft., fly 80 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
21 (+5)	13 (+1)	26 (+8)	19 (+4)	16 (+3)	12 (+1)

**Saving Throws** Int +9, Dex +6, Wis +8, Cha +6

**Skills** Athletics +11, Investigation +9, Perception +8, Science +9, Technology +9

**Damage Resistances** cold, fire, radiant, thunder; bludgeon, piercing, and slashing from nonmagical weapons

**Damage Immunities** poison

**Condition Immunities** charmed, exhaustion, frightened, paralyzed, petrified, poisoned, prone

**Senses** darkvision 3,500 ft., passive Perception 23

**Languages** Binary, High Gothic, Low Gothic (5 operators)

**Challenge** 16 (16,000 XP)

**Balanced Design.** The Capillus has advantage on Strength ability checks and saving throws.

**Damage Threshold.** The Capillus ignores any attack that deals 9 or less damage (this feature does not affect its void shields).

**Improved Auspex.** The Capillus has advantage on Wisdom (Perception) checks. By spending a bonus action choosing a target creature that it can see, the Capillus gains advantage on attack rolls against that target until it chooses a new one. The Capillus gains a +3 bonus on ranged attack rolls.

**Operators.** The Capillus does not grant its condition immunities to the creatures operating it (meaning they can be charmed or frightened), although they have total cover and concealment. Operators inside the Capillus gain advantage on all Intelligence, Wisdom, and Charisma saving throws.

**Void Shields (4).** When activated with a bonus action, forcefields are emitted around the Capillus. Whenever the Capillus would take damage, the forcefield is damaged first. The void shields have no damage resistances. Each forcefield has 50 hit points and regenerates 10 hit points each round. When a forcefield is reduced to 0 hit points, a void shield breaks and requires a DC 18 Intelligence (Technology) check as a bonus action for 1d4 rounds to repair. Deactivating a void shield is a reaction.

### ACTIONS

**Multiattack.** The Capillus attacks twice.

**Super Maul. Melee Weapon Attack:** +10 to hit, reach 30 ft., one target. *Hit:* 47 (4d20+5) bludgeoning damage.

**Vulcan Mega Bolter. Ranged Weapon Attack:** +9 to hit, range 1,000/2,500, one target. *Hit:* 18 (4d8+1) bludgeoning damage plus 13 (3d8) flame damage and 13 (3d8) thunder damage.

I am unaware of any actual squat titan stats so I did my level best using the image above.

## TAU STORMSURGE

*Gargantuan construct, unaligned*

**Armor Class** 17 (natural armor)

**Hit Points** 174 (12d20+48)

**Speed** 50 ft., fly 40 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
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21 (+5)	14 (+2)	19 (+4)	20 (+5)	15 (+2)	14 (+2)
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**Saving Throws** Dex +7, Con +9, Int +10

**Skills** Athletics +10, Investigation +10, Perception +7, Science +10, Technology +10

**Damage Resistances** cold, fire, psychic, thunder

**Damage Immunities** poison

**Condition Immunities** charmed, exhaustion, frightened, paralyzed, petrified, poisoned

**Senses** darkvision 6,000 ft., passive Perception 22

**Languages** High Gothic, Tau (2 operators)

**Challenge** 16 (16,000 XP)

**Balanced Design.** The Stormsurge has advantage on Strength ability checks and saving throws.

**Damage Threshold.** The Stormsurge ignores any attack that deals 6 or less damage (this feature does not affect its void shields).

**Improved Auspex.** The Stormsurge has advantage on Wisdom (Perception) checks. By spending a bonus action choosing a target creature that it can see, the Stormsurge gains advantage on attack rolls against that target until it chooses a new one. The Stormsurge gains a +3 bonus on ranged attack rolls.

**Magic Resistance.** The Stormsurge has advantage on saving throws against spells and other magical effects.

**Operators.** The Stormsurge does not grant its condition immunities to the creatures operating it (meaning they can be charmed or frightened), although they have total cover and concealment. Operators inside the Stormsurge gain advantage on all Intelligence, Wisdom, and Charisma saving throws.

**Shield Generators (4).** When activated with a bonus action, shields of force appear around the Stormsurge. Whenever the Stormsurge would take damage, a forcefield is damaged first. The forcefields from shield generators have no damage resistances. At the start of its turn, each forcefield grants the Stormsurge 25 temporary hit points that last for 1 round. When a forcefield's temporary hit points are reduced to 0, its shield generator breaks and requires a DC 17 Intelligence (Technology) check as a bonus action to repair.

#### ACTIONS

**Multiattack.** The Stormsurge attacks twice.

**Slam. Melee Weapon Attack:** +10 to hit, reach 30 ft., one target. *Hit:* 47 (4d20+5) bludgeoning damage.

**Burst Cannon. Ranged Weapon Attack:** +9 to hit, range 1,000/2,500, one target. *Hit:* 20 (4d8+2) bludgeoning damage plus 13 (3d8) flame damage and 13 (3d8) thunder damage.

**Fragmentation Projectors. Ranged Weapon Attack:** range (150), multiple targets (30-foot-radius burst. *Hit:* 45 (8d10) piercing damage; DC 18 Dexterity saving throw reduces damage by half.

**Linked Flamers. Ranged Weapon Attack:** range (150), multiple targets (150-foot-cone). *Hit:* 45 (8d10) fire damage; DC 18 Dexterity saving throw reduces damage by half.

**Missile. Ranged Weapon Attack:** range (2,000), multiple targets (20-foot-square). *Hit:* 36 (8d8) bludgeoning and fire damage; DC 18 Dexterity saving throw reduces damage by half.

**Pulse Driver Cannon. Ranged Weapon Attack:** +10 to hit, range 750/2,000, one target. *Hit:* 24 (4d10+2) force damage plus 22 (4d10) radiant damage.

#### REACTIONS

**Fast Reactions.** The Stormsurge has 2 reactions each round.

You may choose to disbelieve me, but it has even more weapons than this (they just felt redundant enough to skip over here).

# NPCs - Khorne Statblocks (Hack #16)

## BLOODLETTER

*Large fiend, chaotic evil*

**Armor Class** 14

**Hit Points** 126 (12d10+60)

**Speed** 50 ft., leap 30 ft. (20 ft. vertical)

STR	DEX	CON	INT	WIS	CHA
22 (+6)	19 (+4)	21 (+5)	14 (+2)	17 (+3)	16 (+3)

**Skills** Athletics +10, Perception +7, Stealth +8, Survival +7

**Damage Vulnerabilities** radiant

**Damage Resistances** necrotic, psychic; bludgeoning, piercing, and slashing from nonmagical weapons

**Damage Immunities** poison

**Condition Immunities** charmed, exhaustion, frightened, poisoned

**Senses** darkvision 120 ft., passive Perception 17

**Languages** Dark Tongue

**Challenge** 9 (5,000 XP)

**Aggressive.** As a bonus action, the bloodletter can move up to its speed toward a hostile creature that it can see.

**Aura of Fear.** Creatures within 20 feet of the bloodletter must succeed on a DC 15 Wisdom saving throw or become frightened for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If a creature's saving throw is successful or the effect ends for it, the creature is immune to the bloodletter's aura of fear for the next 24 hours.

**Blood for the Blood God.** For every creature it reduces to 0 hit points, the bloodletter gains a +1 bonus to damage on melee attacks for 1 minute (up to a maximum of +5).

**Blood Frenzy.** The bloodletter has advantage on melee attack rolls against any creature that doesn't have all its hit points.

**Daemon Aura.** Hostile creatures within 30 feet of the bloodletter have disadvantage on Wisdom saving throws and saving throws against fear.

**Magic Resistance.** The bloodletter has advantage on saving throws against spells and other magical effects.

### ACTIONS

**Multiattack.** The bloodletter attacks four times.

**Hellblade.** *Melee Weapon Attack:* +10 to hit, reach 10 ft., one target. *Hit:* 15 (2d8+6) magical slashing damage. On a critical hit or when the bloodletter reduces a creature to 0 hit points, creatures able to see the attack make a DC 15 Wisdom saving throw or gain the frightened condition for 4 rounds. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

*Blood for the Blood God!*

## BLOODTHIRSTER

*Huge fiend, chaotic evil*

**Armor Class** 17 (natural armor)

**Hit Points** 324 (16d12+112)

**Speed** 60 ft., fly 100 ft.

STR	DEX	CON	INT	WIS	CHA
26 (+8)	22 (+6)	25 (+7)	18 (+4)	19 (+4)	20 (+5)

**Skills** Athletics +14, Perception +10, Stealth +12, Survival +10

**Damage Vulnerabilities** radiant

**Damage Resistances** acid, cold, fire, necrotic, psychic, thunder; bludgeoning, piercing, and slashing

**Damage Immunities** poison

**Condition Immunities** charmed, exhaustion, frightened, poisoned, stunned

**Senses** darkvision 250 ft., passive Perception 20

**Languages** Dark Tongue

**Challenge** 17 (18,000 XP)

**Aggressive.** As a bonus action, the bloodthirster can move up to its speed toward a hostile creature that it can see.

**Aura of Fear.** Creatures within 50 feet of the bloodthirster must succeed on a DC 19 Wisdom saving throw or become frightened for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If a creature's saving throw is successful or the effect ends for it, the creature is immune to the bloodletter's aura of fear for the next 24 hours.

**Blood for the Blood God.** For every creature it reduces to 0 hit points, the bloodthirster gains a +1 bonus to damage on melee attacks for 1 minute (up to a maximum of +10).

**Blood Frenzy.** The bloodthirster has advantage on melee attack rolls against any creature that doesn't have all its hit points.

**Daemon Aura.** Hostile creatures within 60 feet of the bloodthirster have disadvantage on Wisdom saving throws and saving throws against fear. An allied creature within 60 feet of the bloodthirster regains 1 hit point at the start of its turn and advantage on its first attack roll each round.

**Magic Resistance.** The bloodthirster has advantage on saving throws against spells and other magical effects.

**Regeneration.** The bloodthirster regains 10 hit points at the start of its turn. If the bloodthirster takes radiant damage, this trait doesn't function at the start of the bloodthirster's next turn. The bloodthirster dies only if it starts its turn with 0 hit points and doesn't regenerate.

**Supreme Strike (3/short rest).** Once per turn when taking the attack action, the bloodthirster can declare one attack to be an automatic hit.

#### ACTIONS

**Multiattack.** The bloodthirster attacks four times.

**Axe of Khorne.** *Melee Weapon Attack:* +14 to hit, reach 15 ft., one target. *Hit:* 26 (4d8+8) magical slashing damage. On a critical hit or when the bloodthirster reduces a creature to 0 hit points, creatures able to see the attack make a DC 19 Wisdom saving throw or gain the frightened condition for 6 rounds. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

**Whip of Khorne.** *Melee Weapon Attack:* +14 to hit, reach 30 ft., one target. *Hit:* 22 (4d6+8) magical slashing damage, and the target must succeed on a DC 22 Strength saving throw or be pulled up to 25 feet toward the bloodthirster. On a successful save the target is knocked prone.

**BLOOD FOR THE BLOOD GOD!**

# NPCs - Slaanesh Statblocks (Hack #17)

## DAEMONETTE

*Medium fiend, chaotic evil*

**Armor Class** 16 (natural armor)

**Hit Points** 181 (19d8+96)

**Speed** 40 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	20 (+5)	19 (+4)	9 (-1)	12 (+1)	17 (+3)

**Skills** Acrobatics +8, Athletics +6, Deception +6, Insight +4, Perception +4

**Damage Vulnerabilities** radiant

**Damage Resistances** necrotic, psychic

**Damage Immunities** poison

**Condition Immunities** charmed, frightened, poisoned

**Senses** darkvision 120 ft., passive Perception 19

**Languages** Dark Tongue

**Challenge** 8 (3,900 XP)

**Aura of Fear.** Creatures within 30 feet of the daemonette must succeed on a DC 14 Wisdom saving throw or become frightened for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If a creature's saving throw is successful or the effect ends for it, the creature is immune to the daemonette's aura of fear for the next 24 hours.

**Daemon Aura.** Hostile creatures within 30 feet of the daemonette have disadvantage on Wisdom saving throws and saving throws against fear.

**Heightened Senses.** The daemonette has advantage on Wisdom (Perception) checks.

**Magic Resistance.** The daemonette has advantage on saving throws against spells and other magical effects.

**Soporific Scent.** Any creature that starts its turn within 10 feet of the daemonette must succeed on a DC 14 Constitution saving throw. On a failed save, the creature has disadvantage on attack rolls against the daemonette. Failure by 5 or more on this saving throw causes the creature to be charmed until the end of the daemonette's next turn. On a successful saving throw, the creature is immune to the daemonette's scent for 24 hours.

### ACTIONS

**Multiattack.** The daemonette attacks three times.

**Pincer Claw. Melee Weapon Attack:** +7 to hit, reach 5 ft., one target. **Hit:** 17 (2d12+4) magical bludgeoning and slashing damage. On a critical hit or when the daemonette reduces a target to less than 5 hit points, the target makes a DC 14 Wisdom saving throw or gains the charmed condition for 3 rounds. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

## KEEPER of Secrets

*Huge fiend, chaotic evil*

**Armor Class** 18 (natural armor)

**Hit Points** 310 (27d12+135)

**Speed** 70 ft.

STR	DEX	CON	INT	WIS	CHA
23 (+6)	24 (+7)	20 (+5)	21 (+5)	20 (+5)	22 (+6)

**Skills** Acrobatics +13, Arcana +11, Deception +12, Insight +11, Intimidation +12, Investigation +11, Nature +11, Perception +11, Persuasion +12, Religion +11

**Damage Vulnerabilities** radiant

**Damage Resistances** necrotic, psychic

**Damage Immunities** poison

**Condition Immunities** charmed, frightened, poisoned

**Senses** darkvision 200 ft., passive Perception 26

**Languages** Dark Tongue, Low Gothic, High Gothic; telepathy 100 ft.

**Challenge** 17 (18,000 XP)

**Aura of Fear.** Creatures within 60 feet of the keeper of secrets must succeed on a DC 20 Wisdom saving throw or become frightened for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If a creature's saving throw is successful or the effect ends for it, the creature is immune to the keeper of secrets' aura of fear for the next 24 hours.

**Daemon Aura.** Hostile creatures within 60 feet of the keeper of secrets have disadvantage on Wisdom saving throws and saving throws against fear.

**Gaze of Acquiescence (1/turn).** As a bonus action, the keeper of secrets gazes onto a creature within 100 feet, forcing the creature to make a DC 20 Charisma saving throw. On a failed save, the creature falls under the keeper of secrets' control (as the *dominate monster* spell) for 1 minute. Unlike the spell, the keeper of secrets need only spend a bonus action to take total control of all creatures under the effects of its gaze of acquiescence. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

**Heightened Senses.** The keeper of secrets has advantage on Wisdom (Perception) checks.

**Innate Spellcasting.** The keeper of secrets' innate spellcasting ability is Charisma (spell save DC 20, +12 to hit with spell attacks). It can innately cast the following spells, requiring no material components:

- At will—*charm person, clairvoyance, hideous laughter, identify, locate creature, locate object, suggestion, vicious mockery*
- 5/day—*confusion, legend lore, scry*
- 3/day—*irresistible dance, mass suggestion*

**Magic Resistance.** The keeper of secrets has advantage on saving throws against spells and other magical effects.

**Soporific Scent.** Any creature that starts its turn within 30 feet of the keeper of secrets must succeed on a DC 20 Constitution saving throw. On a failed save, the creature is charmed until the end of the keeper of secrets' next turn. On a successful saving throw, the creature is immune to the keeper of secrets' scent for 24 hours.

#### ACTIONS

**Multiattack.** The keeper of secrets attacks once with its ætherblade and four times with its claws..

**Ætherblade.** *Melee Weapon Attack:* +12 to hit, reach 30 ft., one target. *Hit:* 20 (4d6+6) magical slashing damage.

**Claws.** *Melee Weapon Attack:* +12 to hit, reach 25 ft., one target. *Hit:* 13 (2d6+6) slashing damage.

#### REACTIONS

**Counterattack.** When a creature adjacent to the keeper of secrets hits it with an attack, the keeper of secrets can spend its reaction to make a claw attack against the creature.



# NPCs - Tzeentch Statblocks (Hack #18)

## DISC OF TZEENTCH

*Large fiend, chaotic evil*

**Armor Class** 17 (natural)

**Hit Points** 126 (12d10+60)

**Speed** fly 90 ft.(hover)

STR	DEX	CON	INT	WIS	CHA
18 (+4)	19 (+4)	20 (+5)	2 (-4)	19 (+4)	1 (-5)

**Skills** Perception +8

**Damage Vulnerabilities** radiant

**Damage Immunities** poison

**Condition Immunities** charmed, exhaustion, frightened, paralyzed, petrified, poisoned, prone

**Senses** darkvision 200 ft., passive Perception 23

**Languages** —

**Challenge** 9 (5,000 XP)

**Aura of Fear.** Creatures within 60 feet of the Disc of Tzeentch must succeed on a DC 16 Wisdom saving throw or become frightened for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If a creature's saving throw is successful or the effect ends for it, the creature is immune to the Disc of Tzeentch's aura of fear for the next 24 hours.

**Blessing of Tzeentch.** The Disc of Tzeentch is protected by the power of the Changer of Ways. Whenever the Disc of Tzeentch would take damage, it takes 15 less damage.

**Daemon Aura.** Hostile creatures within 60 feet of the Disc of Tzeentch have disadvantage on Wisdom saving throws and saving throws against fear.

**Daemonic Mount.** A Disc of Tzeentch is a screamer bound by a psyker to be their mount. While being used as a mount, the Disc of Tzeentch is able to to use its actions normally while its rider is in control, any attacks targeting the rider have a 50% chance to strike the Disc of Tzeentch instead, and the rider is protected by its Blessing of Tzeentch feature. When the Disc of Tzeentch takes damage, the rider must succeed on an opposed Charisma saving throw or the creature changes back into a screamer (use the statistics for a [Cloaker](#) with the fiend type and an alignment of chaotic evil) and attacks the nearest living creature (likely the rider).

**Heightened Senses.** The Disc of Tzeentch has advantage on Wisdom (Perception) checks.

**Magic Resistance.** The Disc of Tzeentch has advantage on saving throws against spells and other magical effects.

### ACTIONS

**Multiattack.** The Disc of Tzeentch attacks three times.

**Warp Blades.** *Melee Weapon Attack:* +8 to hit, reach 10 ft., one target. *Hit:* 13 (2d8+4) magical slashing damage.

## LORD OF CHANGE

*Huge fiend, chaotic evil*

**Armor Class** 13 (16 with *mage armor*)

**Hit Points** 210 (20d12+80)

**Speed** 40 ft., fly 60 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
18 (+4)	17 (+3)	18 (+4)	21 (+5)	17 (+3)	19 (+4)

**Saving Throws** Int +9, Wis +7, Cha +9

**Skills** Arcana +15, Deception +14, History +15, Insight +13

**Damage Resistances** acid, cold, fire, necrotic, psychic, thunder; bludgeoning, piercing, and slashing

**Damage Immunities** poison

**Condition Immunities** charmed, exhaustion, frightened, poisoned, stunned

**Senses** truesight; passive Perception 12

**Languages** Aklo, Dark Tongue, Low Gothic, High Gothic

**Challenge** 15 (13,000 XP)

**Daemon Aura.** Hostile creatures within 60 feet of the Lord of Change have disadvantage on Wisdom saving throws and saving throws against fear.

**Eyes of Fate.** When a creature that can see the Lord of Change's eyes starts its turn within 30 feet, the Lord of Change can spend their bonus action or reaction to force it to make a DC 18 Wisdom saving throw if they aren't incapacitated and can see the creature. If the saving throw fails, the creature is frightened for 5 rounds and gains a short-term madness. If the saving throw fails by 5 or more, the creature also gains a long-term madness. If the saving throw fails by 10 or more, the creature also gains an indefinite madness. Unless surprised, a creature can avert its eyes to avoid the saving throw from this feature at the start of its turn. If the creature does so, it can't see the Lord of Change until the start of its next turn, when it can avert its eyes again. If the creature looks at Lord of Change in the meantime, they may spend their reaction to cause it to immediately make the saving throw.

**Magic Resistance.** The Lord of Change has advantage on saving throws against spells and other magical effects.

**Morphing Form.** The Lord of Change is immune to any spell or effect that would alter their form unless they are the origin of that spell or effect.

**Spellcasting.** The Lord of Change is a 20th-level spellcaster. Their spellcasting ability is Intelligence (spell save DC 18, +10 to hit with spell attacks). The Lord of Change can cast *alter self* and *invisibility* at will. The Lord of Change has all wizard spells prepared, but typically uses the following:

- Cantrips (at will): *fire bolt*, *light*, *mage hand*, *prestidigitation*, *shocking grasp*
- 1st level (4 slots): *detect magic*, *identify*, *mage armor*, *magic missile*
- 2nd level (4 slots): *detect thoughts*, *mirror image*, *misty step*
- 3rd level (4 slots): *counterspell*, *dispel magic*, *fireball*, *fly*, *lightning bolt*
- 4th level (3 slots): *black tentacles*, *confusion*, *fire shield*, *polymorph*, *stoneskin*
- 5th level (3 slots): *cloudkill*, *cone of cold*, *conjure elemental*, *scrying*, *wall of force*
- 6th level (3 slots): *disintegrate*, *eyebite*, *globe of invulnerability*, *irresistible dance*, *mass suggestion*
- 7th level (2 slots): *forcecage*, *prismatic spray*, *teleport*
- 8th level (2 slots): *dominate monster*, *maze*, *mind blank*
- 9th level (1 slot): *weird*, *wish*

**Sublime Magician.** The Lord of Change is able to simultaneously concentrate on two spells (instead of one).  
ACTIONS

**Multiattack.** The Lord of Change attacks four times.

**Beak.** *Melee Weapon Attack:* +9 to hit, reach 15 ft., one target. *Hit:* 13 (2d8+4) magical piercing damage.

**Claw.** *Melee Weapon Attack:* +9 to hit, reach 15 ft., one target. *Hit:* 11 (2d6+4) magical slashing damage.

**Staff of Change (10 charges).** *Melee or Ranged Weapon Attack:* +9 to hit, reach 20 ft., one target. *Hit:* 11 (1d8+7) magical bludgeoning damage. The Lord of Change can expend 1 charge as a bonus action, converting hit dice into an equal number of spell levels. When the Lord of Change dies or expends the last charge, roll a d20. On a 1, the staff becomes a nonmagical quarterstaff. On a 20, the staff regains 1 charge. On any other result, the *Staff of Change* releases its remaining magic in an explosion that fills a 50-foot-radius sphere centered on it. Creatures in the area must make a DC 18 Dexterity saving throw. A creature takes 45 (10d8) force damage on a failed save, or half as much damage on a successful one.

# NPCs - Nurgle Statblocks (Hack #19)

## NURGLING SWARM

*Large swarm of Small fiends, chaotic evil*

**Armor Class** 14 (natural armor)

**Hit Points** 136 (16d6+80)

**Speed** 20 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	15 (+2)	20 (+5)	8 (-1)	15 (+2)	9 (-1)

**Saving Throws** Con +7

**Skills** Perception +4

**Damage Vulnerabilities** radiant

**Damage Resistances** necrotic

**Damage Immunities** poison

**Condition Immunities** charmed, frightened, grappled, paralyzed, petrified, poisoned, prone, restrained, stunned

**Senses** darkvision 60 ft., passive Perception 14

**Languages** Dark Tongue

**Challenge** 4 (1,100 XP)

**Aura of Fear.** Creatures within 20 feet of the swarm must succeed on a DC 12 Wisdom saving throw or become frightened for 1d4 rounds. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If a creature's saving throw is successful or the effect ends for it, the creature is immune to the aura of fear projected by swarm for the next 24 hours.

**Ill-Born.** The swarm is immune to the effects of diseases but automatically afflicts itself with a sickness when it comes into contact with a disease. Instead of dealing poison damage to a creature it hits with its bite or claw attack, the swarm can afflict the creature with one of the diseases it is carrying instead.

**Magic Resistance.** The swarm has advantage on saving throws against spells and other magical effects.

**Swarm.** The swarm can occupy another creature's space and vice versa, and the swarm can move through any opening large enough for a Small fiend. The swarm can't regain hit points or gain temporary hit points.

### ACTIONS

**Multiattack.** The swarm attacks once with its bite and twice with its claws.

**Bite. Melee Weapon Attack:** +4 to hit, reach 5 ft., one target. **Hit:** 5 (1d6+2) piercing damage plus 7 (2d6) poison damage. The target's hit point maximum is reduced by an amount equal to the poison damage taken. The reduction lasts until the target finishes a long rest. The target dies if this effect reduces its hit point maximum to 0. A humanoid slain in this way rises up as a [zombie](#) after 1 minute.

**Claw. Melee Weapon Attack:** +4 to hit, reach 5 ft., one target. **Hit:** 4 (1d4+2) slashing damage plus 3 (1d6) poison damage. The target's hit point maximum is reduced by an amount equal to the poison damage taken. The reduction lasts until the target finishes a long rest. The target dies if this effect reduces its hit point maximum to 0. A humanoid slain in this way rises up as a [zombie](#) after 1 minute.

## GREAT UNCLEAN ONE

*Gargantuan fiend, chaotic evil*

**Armor Class** 17 (natural armor)

**Hit Points** 328 (16d20+160)

**Speed** 45 ft.

STR	DEX	CON	INT	WIS	CHA
21 (+5)	7 (-2)	30 (+10)	18 (+4)	21 (+5)	8 (-1)

**Saving Throws** Str +10, Con +15

**Skills** Arcana +9, Deception +9, Insight +10, Intimidation +9, Investigation +9, Medicine +10, Perception +10, Persuasion +9, Survival +10

**Damage Immunities** necrotic, poison

**Condition Immunities** charmed, poisoned

**Senses** darkvision 300 ft., passive Perception 20

**Languages** all

**Challenge** 16 (15,000 XP)

**Amphibious.** The Great Unclean One is able to breathe both air and water.

**Aura of Fear.** Creatures within 100 feet of the Great Unclean One must succeed on a DC 18 Wisdom saving throw or become frightened for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If a creature's saving throw is successful or the effect ends for it, the creature is immune to the Great Unclean One's aura of fear for the next 24 hours.

**Daemon Aura.** Hostile creatures within 60 feet of the Great Unclean One have disadvantage on Wisdom saving throws and saving throws against fear.

**Expertise.** The Great Unclean One doubles its proficiency bonus when using Deception, Intimidation, or Persuasion.

**Ill-Born.** The Great Unclean One is immune to the effects of diseases but is a carrier of all sicknesses. Instead of dealing poison damage to a creature it hits with its bite or claw attack, the Great Unclean One can afflict the creature with a disease instead.

**Innate Spellcasting.** The Great Unclean One's innate spellcasting ability is Wisdom (spell save DC 18, +10 to hit with spell attacks). It can innately cast any necromancy spell of 7th-level or lower, requiring no material components: 1st-level—7 slots, 2nd-level—6 slots, 3rd-level—5 slots, 4th-level—4 slots, 5th-level—3 slots, 6th-level—2 slots, 7th-level—1 slot.

**Magic Resistance.** The Great Unclean One has advantage on saving throws against spells and other magical effects.

**Nurglings (Recharge 6).** As a bonus action, the Great Unclean One pushes out 1d4 nurglings that appear in unoccupied adjacent squares.

**Regeneration.** The Great Unclean One regains 10 hit points at the start of its turn. If the Great Unclean One takes radiant damage, this trait doesn't function at the start of the Great Unclean One's next turn. The Great Unclean One dies only if it starts its turn with 0 hit points and doesn't regenerate.

#### ACTIONS

**Multiattack.** The Great Unclean One attacks twice.

**Giant Plaguesword. Melee Weapon Attack:** +10 to hit, reach 5 ft., one target. *Hit:* 19 (4d6+5) magical slashing damage plus 21 (6d6) poison damage. The target's hit point maximum is reduced by an amount equal to the poison damage taken. The reduction lasts until the target finishes a long rest. The target dies if this effect reduces its hit point maximum to 0. A humanoid slain in this way rises up as a [zombie](#) after 1 round.

# The God-Emperor's Golden Throne (Hack #20)

[In the grim dark future there is only war.](#)

If you came here to see the Golden Throne started up, I have lied to you for The Inquisition would never allow for such heresy to exist, even for an instant—instead I am sharing a **hyperlink to the Google Document that contains a metaphorical object of narrative might: [the ENTIRE Warhammer 40k D&D 5E Hack!](#)** While I love having lots of site traffic from folks clicking about from entry to entry, I don't make any coin for it and (more importantly) I want people to be able to easily enjoy this project.

This is now as accessible as I can make it. I **very much** want to work on official *Warhammer 40k* material again, so unlike the [Street Fighter D&D 5E PDF](#) I am not building this into a snazzy file and I further request that nobody else does (lest Black Library or Games Workshop take ire).

**THE ENTIRE HACK → [HERE](#)**

**IF THIS IS YOUR FIRST TIME, PLEASE READ THIS EXCERPT FROM ENTRY #1:**

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Before you throw your hands up in the air and cry out that this is heresy, hear me out—I got to work on *Black Crusade*, it is one of several **awesome** *Warhammer 40k* RPGs, and I loved the opportunity to be a part of *Tome of Decay*, but it's not always easy to sell your group on trying out a new system. The hacks in this series are a way to crack the door open for *Dark Heresy* or any of the other awesome tabletop RPGs set in the grimdark future. By all means please go to Mire and fight the Lutomorbus rocking your d100s (and d10s, and tell me about how it went!), but if you have players reticent to pick up *Only War* or what have you, try breaking them in with the material found here.

Besides—it gives us something to enjoy while we all spin our wheels waiting for *Wrath & Glory* to come out [**GENCON 2018 WOO!**], and when it \*does\* hit the table your D&D group will be raring to go! :D

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Now that I've written 30,000 words on this particular blog series, I'm going to wax on a touch about the experience. **Before I forget though—friend me [on Facebook](#), follow me [on Twitter](#), or add me [on Google+](#)** if you want to stay up to date with what I'm doing (which invariably means fun freebies).

## **1. Thank you for reading this blog.**

I have been suitably impressed with the response folks have had to the *Warhammer 40k D&D 5E Hack* and it's been great getting feedback, more here than any series before it. I liked doing the *Street Fighter* builds and I look forward to getting [Hyper Score Marvel](#) going again but by the God-Emperor I do love me some grim dark future war, and it warms my callous heart to know other people have been getting enjoyment out of this.

## **2. The WH40k Community has been way more supportive than expected.**

This isn't my first rodeo in the Imperium and I knew going in that it could be an uphill battle in places, but much to my surprise the WH40k fandom has been way cooler than I thought they would be!  
**MORE BLOOD FOR THE BLOOD GOD! SKULLS FOR THE SKULL THRONE!**

## **3. I need to improve on my design scope.**

This isn't a new problem by any means but it reaaaaally stands out here. I *did* manage to keep this inside of 20 posts as originally planned, but some of them (like the Assassinorum) really took up momentum and here we are with like half a novel worth of game mechanics. Fortunately I am confident

I will get *use* out of these in the future (if you haven't gotten to play this hack yet it is *very* fun—think more [Ciaphas Cain/late 80's Imperium](#) as opposed to [Ibram Gaunt/2000's-and-up Imperium](#)) but game design doesn't pay a lot and I really ought to be focusing more on projects that put food on the table. Damn you, *Warhammer 40,000*, damn you for being so *god damned delicious*.

**4. Systems-based blog series require a greater investment than I want readers having to make.**

One of the most frequent comments about the hack is the power armor not having a high enough AC, and if you just look at that they definitely seem weird or weak. They are balanced heavily against the Targeted Hits mechanic, but to know that you have to have read (and remembered) the first post in the series or to go down halfway through it to find out about that aspect of the hack. All together in a book (or, say, [this handy Google Document](#)) that's going to stick way better than it does in an article series.

**5. This is the surface. I am only scratching at the surface of this thing.**

I'm not doing any more *Warhammer 40k D&D 5E Hack* posts—this is the last one. Eventually I'll start a *Starfinder-Warhammer 40k* series, but that is many, many months from now. That said there's a lot I didn't cover here because it's meant to be light (and if you strip away the player-centric mechanics or all the bestiary stuff, it's going to be about 50/50 so 15k words which isn't *insane*), and it would be SUPER COOL to fill in those gaps. If you end up making eldar, or tau, or orks, or necrons, or another aspect of the setting that isn't covered already then please let me know and we'll get them in here!

**6. I am so relieved it is over.**

Like I said I need to get food on the table and this project (like all my projects! AUGH!) took on a life of its own then carried me along with it. I am so over-the-moon happy that people have been enjoying this and using it, and I am proud to bring more gamers into the beautifully decrepit grim dark future of the Imperium of Mankind through the dice of *Dungeons & Dragons*. I know I said it up top but I'll say it again—thank you for reading the blog. :D



Character Name \_\_\_\_\_

Class & Level \_\_\_\_\_

Chapter - Race \_\_\_\_\_

Experience \_\_\_\_\_

<b>STR</b>	STR + PWR ARM
<b>DEX</b>	DEX + PWR ARM
<b>CON</b>	Rolls per Level 1 ____ 11 ____ 2 ____ 12 ____ 3 ____ 13 ____ 4 ____ 14 ____ 5 ____ 15 ____ 6 ____ 16 ____ 7 ____ 17 ____ 8 ____ 18 ____ 9 ____ 19 ____ 10 ____ 20 ____
<b>INT</b>	
<b>WIS</b>	
<b>CHA</b>	Hit Dice Used __ d6 __ __ d8 __ __ d10 __ __ d12 __

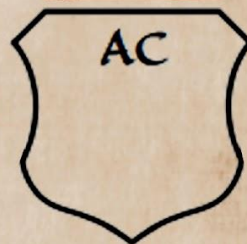
Proficiency Bonus

Corruption

- Skills
- 0 \_\_\_\_ Acrobatics (Dex)
  - 0 \_\_\_\_ Animal Handling (Wis)
  - 0 \_\_\_\_ Arcana (Int)
  - 0 \_\_\_\_ Athletics (Str)
  - 0 \_\_\_\_ Deception (Cha)
  - 0 \_\_\_\_ History (Int)
  - 0 \_\_\_\_ Insight (Wis)
  - 0 \_\_\_\_ Intimidation (Cha)
  - 0 \_\_\_\_ Investigation (Int)
  - 0 \_\_\_\_ Medicine (Wis)
  - 0 \_\_\_\_ Nature (Int)
  - 0 \_\_\_\_ Perception (Wis)
  - 0 \_\_\_\_ Performance (Cha)
  - 0 \_\_\_\_ Persuasion (Cha)
  - 0 \_\_\_\_ Religion (Wis)
  - 0 \_\_\_\_ Science (Int)
  - 0 \_\_\_\_ Sleight of Hand (Dex)
  - 0 \_\_\_\_ Stealth (Dex)
  - 0 \_\_\_\_ Survival (Wis)
  - 0 \_\_\_\_ Technology (Int)

Saving Throws

- 0 \_\_\_\_ Strength
- 0 \_\_\_\_ Dexterity
- 0 \_\_\_\_ Constitution
- 0 \_\_\_\_ Intelligence
- 0 \_\_\_\_ Wisdom
- 0 \_\_\_\_ Charisma



ft



Death Saves

✓ ○ ○ ○  
✗ ○ ○ ○



Weapon Name

Attack Bonus

Damage/Type



Feats & Traits

Languages & Profs



PP \_\_\_\_  
GP \_\_\_\_  
SP \_\_\_\_  
CP \_\_\_\_